Britain's best selling computer magazine still only £1 NOV 87

COMPUTER +VIDEO GAMES

THUNDERCATS- FREE GAME!
SPECTRUM·C64·AMSTRAD

WIN A BOSCONIAN COIN-OP!
A NINTENDO GAMES MACHINE!
WIN A SLAINE SURVIVAL KIT
SPITTING IMAGE VIDEOS!

ENTER THE KNIGHTMARE!/DRUID II PLAYERS GUIDE

FREE: GIANT JIGSAW POSTER!

Britain's best selling computer magazine still only £1 NOV 87

COMPUTER +VIDEO GAMES

THUNDERCATS- FREE GAME!

SPECTRUM·C64·AM[illegible]AD

WIN A BOSCONIAN COIN-OP!
A NINTENDO GAMES MACHINE!
WIN A SLAINE SURVIVAL KIT
SPITTING IMAGE VIDEOS!

ENTER THE KNIGHTMARE!/DRUID II PLAYERS GUIDE

FREE: GIANT JIGSAW POSTER!

THE elite COLLECTION

Best of elite Vol. 1

VOL 1

FRANK BRUNO
The most successful boxing simulation against eight fiery opponents.
© Copyright 1985 Elite Systems Ltd.

COMMANDO
Conversion of the classic coin-op game, you are Super Joe the crack combat soldier.
Japan Capsule Computers (UK) Ltd © 1985.

BOMB JACK
Collecting your bombs and defeating the enemy as you go makes this coin-op conversion one of the most high scoring and exciting games available.
© 1985 TECMO, LTD

AIRWOLF
You are Hawke, pilot of the billlon-dollar combat helicopter assigned a dangerous mission. You will need all your skills and fast logical thinking.
© 1984 Universal City Studios, Inc. All rights reserved *a trademark of and licensed by Universal City Studios, Inc.

Best of elite Vol. 2

VOL 2

PAPER BOY
Probably the most successful computer game ever, the longest running number one.
© 1984 Atari Games, Inc. All rights reserved.

GHOSTS'N'GOBLINS
The technically excellent fighting fantasy story, which puts you as the heroic knight rescuing beautiful maidens from the clutches of a demonic overlord.
Japan Capsule Computers (UK) Ltd. © 1985

SPACE HARRIER
An action packed adventure that pitts you in mortal combat with aliens of another planet.
Sega * This game has been manufactured under licence from Sega Enterprises Ltd, Japan and SPACE HARRIER are trademarks of Sega Enterprises Ltd.
SPACE HARRIER not available on C16 format. C16 includes (AIRWOLF 2). Once again you pilot the ultimate combat helicopter where no one else dares to go. "Go for it Stringfellow Hawke".
© 1984 Universal City Studios, Inc. All rights reserved *a trademark of and licensed by Universal City Studios, Inc.

BOMB JACK II
Bomb Jack returns armed and ready for combat. Can you outwit the enemies and fight your way into outer space to collect the treasure?
© TECMO LTD of JAPAN

Spectrum Cassette
Amstrad Cassette
Amstrad Disc
Commodore 64 Cassette
Commodore 64 Disc
Commodore 16 Cassette

ELITE SYSTEMS LIMITED, Eastern Avenue, Lichfield, Staffs WS13 6RX
Telex: 336130 ELITE G

THUNDERCATS™

Spectrum 48k Cassette	£7.95
Spectrum 128k Cassette	£7.95
Spectrum 128k Disc	£14.95
Commodore 64 Cassette	£9.95
Commodore 64 Disc	£14.95
Amstrad 64k Cassette	£8.95
Amstrad 64k Disc	£14.95
Amstrad 128k Disc	£14.95

Coming soon: Atari ST/ Nintendo

Screenshots taken from various computer formats

© 1985 Telepictures Corporation, Leisure Concepts, Inc. and Ted Wolf. All rights reserved.

elite

Elite Systems Limited, Eastern Avenue, Lichfield, Staffs WS13 6RX Telex: 336130 ELITE G

Contents

Features

49 THUNDERCATS TAPE OFFER
52 BOSCONIAN ARCADE COMPETITION
56 IDEAS CENTRAL
60 ENLIGHTENMENT PLAYERS GUIDE
64 FLUNKY COMPETITION
70 FRAME-UP!
75 GAMES MACHINE COMPETITION
79 ROCK ON!
82 JACKAL POSTER
86 THUNDERCATS COMIC!
95 THUNDERCATS COMPETITION
99 NEXT MONTH
101 SLAINE COMPETITION
102 ADVENTURE NEWS
104 YES, PRIME MINISTER
108 ADVENTURE REVIEWS
113 THE FIEND
114 HELPLINE
116 NIGHT OF TERROR
119 BIG SCREEN
123 16 BIT NEWS
125 CALIFORNIA GAMES COMPETITION
126 ENTER KNIGHTMARE
130 MEAN MACHINES
142 PBM
148 COMIX
154 MAILBAG
160 PEN PALS
162 HOT GOSSIP

News & Reviews

8 NEWS
16 REVIEWS: GAMES OF THE MONTH: INTERNATIONAL KARATE II. C+VG HITS: HYSTERIA, SUPERSPRINT, MANIAC MANSION
134 ARCADE ACTION

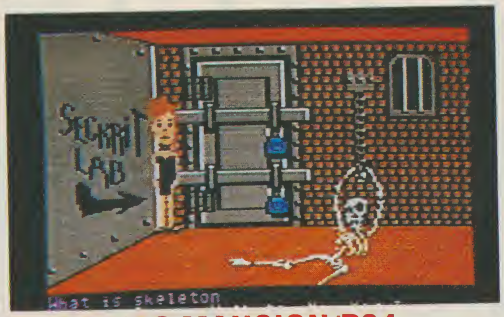
C+VG team

EDITOR **Tim Metcalfe** DEPUTY EDITOR **Paul Boughton** EDITORIAL ASSISTANT **Lesly Walker** SUB-EDITOR **Seamus St John** ART EDITOR **Craig Kennedy** ADVENTURE WRITERS **Keith Campbell Steve Donoghue Matthew Woodley** AMERICAN CORRESPONDENT **Marshal M. Rosenthal** ARCADES **Clare Edgeley** SOFTWARE CONSULTANT **Tony Takoushi** PUBLICITY **Clive Pembridge** ADVERTISEMENT MANAGER **Garry Williams** SENIOR ADVERTISEMENT EXECUTIVE **Katherine Lee** AD PRODUCTION **Lora Clarke** PUBLISHER **Terry Pratt** COVER **Lee Sullivan** EDITORIAL AND ADVERTISEMENT OFFICES **Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU Tel: 01-251 6222. July-December 106,571**

● THUNDERCATS COMIC/P86

● DRUID II/P60

● ARCADE ACTION/P134

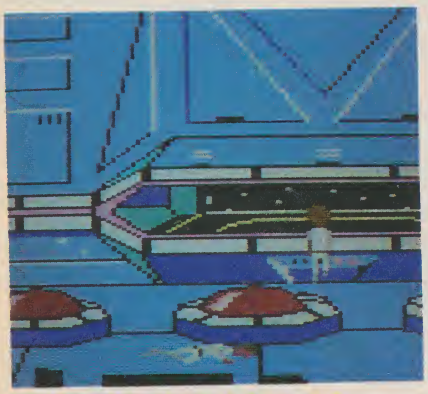


● MANIAC MANSION/P34

● PIRATES!/P36

● INTERNATIONAL KARATE 2/P16

● INDIANA JONES/P27



● SPACE QUEST/P108

● HYSTERIA/P24

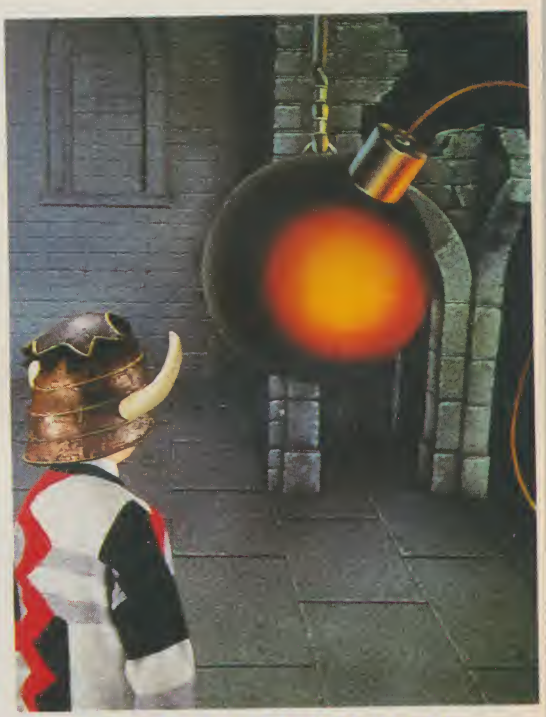
● BIG SCREEN/P119

Inside Story

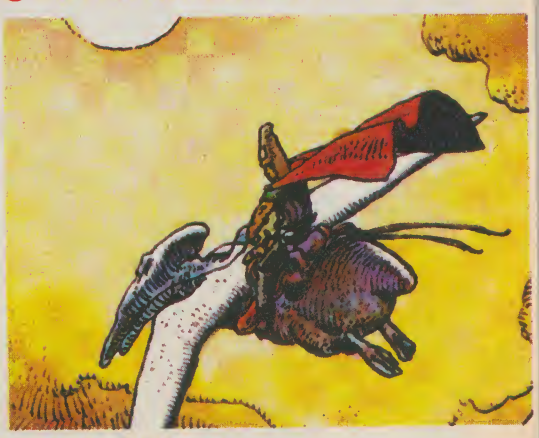
Thundercats Ho! Got your free tape? Got your free pull out poster? Are you sitting comfortably? Good, then I can begin! There's more than *Thundercats* and free gifts to this issue of C+VG. We've got reviews galore — reviews of 16-bit games as well as hot new releases for the 64, Spectrum and Amstrad. And games don't come much hotter than our Game of the Month, *International Karate 2*. *Tony T.* has been busting a gut to bring you the meanest of games for the *Mean Machines*, the *Nintendo* and the *Sega*. This time he looks at the long awaited *Nemesis II*. Talking Nintendo you can WIN one of the Deluxe sytems. Complete with R.O.B. your plastic pal who's fun to be with! And there's a mega-prize from *Mastertronic* in the shape of a genuine *Bosconian* arcade machine just waiting for you to get your hand on it!

Tim

● AFTERBURNER/P134



● ENTER KNIGHTMARE/P126



● COMIX/P148

THE ULTIMATE AER

THE ULTIMATE AERIAL EXPERIENCE NOW AVAILABLE FOR YOUR COMPUTER

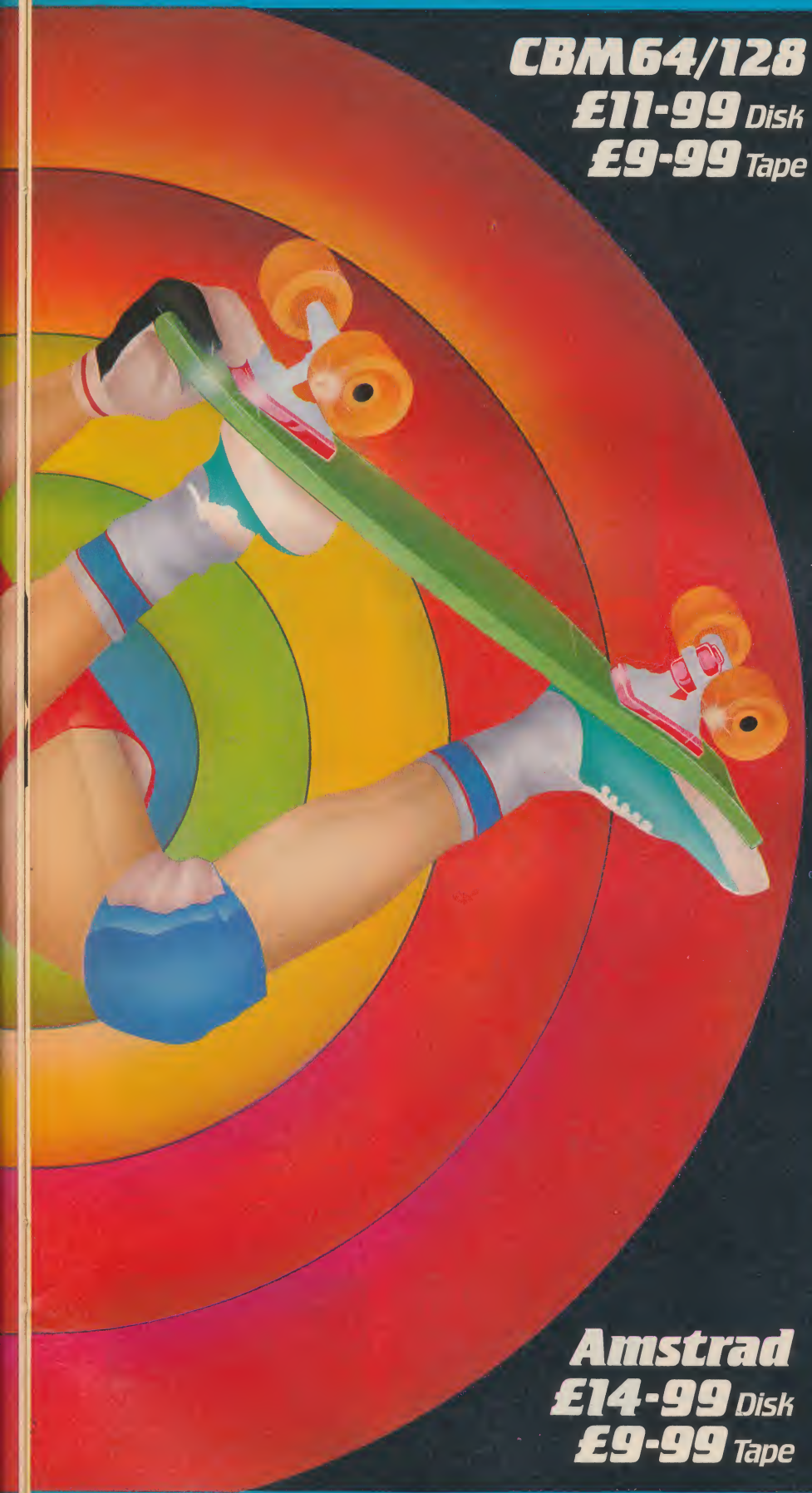
All the thrills and skills of real skateboarding in this unique challenge to become champion of the skating world.
Starting out from "Skate City" test your abilities amongst the numerous skateparks improving your techniques in both freestyle and competitive action as you attempt to complete the ultimate manoeuvre – the 720 degree twist while soaring through the air.

720°™

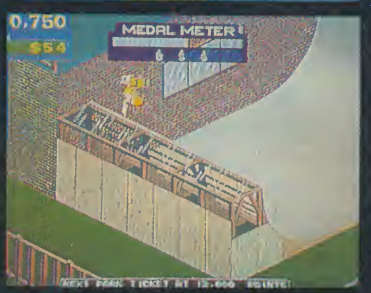
Spectrum
£8-99 Tape

ATARI®
GAMES

RIAL EXPERIENCE!

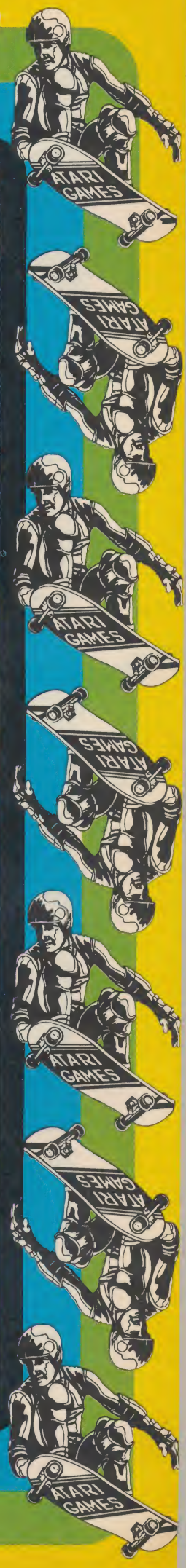


CBM64/128
£11-99 Disk
£9-99 Tape



Amstrad
£14-99 Disk
£9-99 Tape

Screenshots from arcade version



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

U.S. GOLD
An American Software

News

Get Shirty.

■ We've got a very special offer just for YOU. **Konami** has produced this really neat t-shirt and it wants C+VG readers to have them at the give away price of £4.95 — they normally cost over £6! To take advantage of this special C+VG offer all you have to do is cut out the special coupon and send it, together with a cheque or postal order made payable to W+V Supplies, to **W+V Supplies, Bank Buildings, Bank Street, Newton Abbot, Devon, TQ12 2JL.** Overseas readers should add £1.05 postage and packing.

COUPON

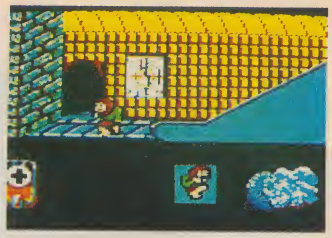
Eagle Lands.

■ The long awaited **F-15 Strike Eagle** from **MicroProse** is due for release on Atari ST about now. **F-15 Strike Eagle** is a realistic combat simulation that transports the player into a world of electronic air warfare. There are seven "historic" missions – from the secret night bombing of North Vietnam to daylight raids into Iran.

F-15 STRIKE EAGLE is currently available on C64/128 cassette and disk, Atari XL/XE cassette and disk and Spectrum cassette.

A Howler!

■ Here's a first look at **Werewolves of London**, due out in November on Commodore, Amstrad and Spectrum. Will it be a howling success for Viz Design? Stay tuned...



Coining it.

■ **Melbourne House** hopes to be back with a bang later this year following **Mastertronic's** buy-out of the label. The new releases lined up include computer conversions of Mastertronic's **Arcadia** coin-op games.

They are **Roadwars**, a space race around a never-ending roadway circling the Moon of Armageddon, and **Rockford**, based on the **Boulderdash** character.

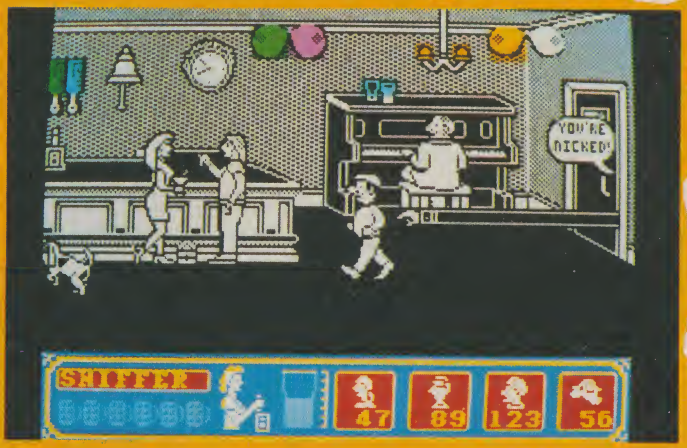
Other games scheduled are **Metropolis, Pulse Warrior, Street Hassle** and **Kelly X**.

■ That truly wonderful **Lucasfilm** adventure **Maniac Mansion** is reviewed this issue – and we've got SEVEN awesomely huge posters featuring the neat artwork from the packaging to GIVE away to the first seven C+VG readers who write in, on a postcard only please, with the name of the **Lucasfilm** game based around a film starring **David Bowie**. Simplicity itself. Don't forget to print your name and address clearly on your card. Send your entry to *Computer and*

Wowie Bowie.

▲ Winner Martin congratulated by Jeff. ▲ Martin, Andrew, Darren and Jeff.

■ A real battle of the giants took place at the Personal Computer World Show. Top scoring titans from arcades all over the country met in a no holds barred fight to the finish on that mega-machine **R-Type**. Three finalists from C+VG's search for an arcade star competition, staged in the magazine and at the show, met on the last day of the show for the final showdown. They were **Darren Parker** from Doncaster, **Andrew Hall Davies** from Redditch and **Martin Deem** from Stubbington, Hampshire. Each had 10 minutes to clock up their high score on *R-Type* and win a £1,000 arcade machine donated by **Electrocoin**, the UK's top arcade machine distributors. To make sure the whole thing was run fairly **Jeff Peters** from the visiting US Video Games Championship Team was the timekeeper. So who came out on top? None other than **Martin Deem** who put together a new machine high score of 210,000 in his 10 minute slot.



Matt's Back!?

■ Here's a brief look at some of the **Gremlin** games about to blitz the Christmas market.

First, there's more adventures of **Matt Trakker** in **MASK II**.

The action is divided into two main challenges. Firstly the alert section and the selection of your team and vehicles followed by completion of the four main missions, during which the player must exercise expertise in choosing when to transform.

Compendium is Gremlin's adaptation of the traditional board games compendium! Hosts are the Winks, father Tiddly Wink and his wife, Mavis Wink.

Up to four players can compete by taking the role of either one of the Wink children, the baby or the Wink dog.

In **Defletore**, there are no heroes, or no foes, only pure skill and technology. You guide your lazer beams through a sea of danger, a pyramid of obstacles reflect it from mirrors, bounce it off walls and deflect it through lenses.

The players must calculate the angles, carefully judging the beam's path towards the home receiver. After that, another fifty nine levels of frustration and mind boggling intrigue.

Alternative World Games is a sports simulation spoof.

Each game takes place at a different location. You'll be sack racing in Naples, boat throwing at the Colosseum, pole climbing in Verona and running up walls in Venice!!!

After that, and if you can still stand the pace, try your hand at piling plates, jumping rivers, pogoing and pillow fighting.

Basil The Great Mouse Detective is based on Walt Disney's latest film character.

The player must rescue his good friend Dr Dawson from the evil clutches of the dastardly Ratigan. Follow the clues which are strewn all over the buildings in Baker Street in order to achieve your objective.

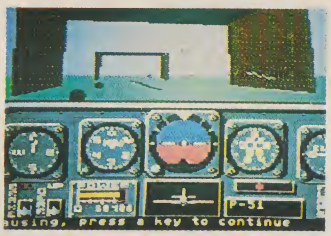
Video Games, Maniac Mansion Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't delay, enter today!

Spitting fire.

■ **Spitfire 40, Mirrorsoft's** classic combat flight-sim is due to take-off on the Atari ST this month. Enhanced graphics, great sound, improved packaging with maps and log books make this an attractive package even at £24.95.

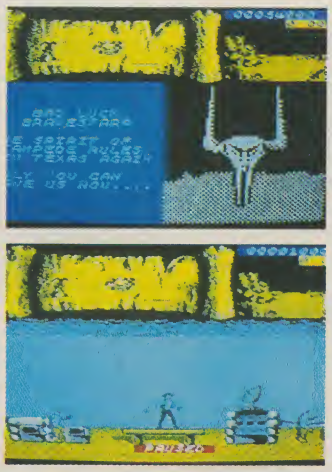
Hi Chuck!!

■ Here's **Chuck Yeager's Advanced Flight Simulator** from **Electronic Arts** – put together with the assistance of the main man himself. Who is **Chuck Yeager**? He's only the first pilot to shatter the sound barrier that's all. And he's flown every sort of jet you can think of. You might have seen his life story on film in *The Right Stuff*.



Star Man.

■ Laying down the law on the wild frontier planet of Nex Texas is **Bravestarr**, six foot of cult cartoon character, blasting up a Spectrum near you this Christmas. It is programmed by Probe



Software for US Gold's new Go label. The sheriff must keep the peace but that won't be easy when you see the outlaws and criminals attracted to New Texas by the precious metal Kerium. It's a game where you'll have to shoot to thrill.

Panther Tale.

■ Sitting in a dingy backstreet café somewhere in Paris is a small shady looking man. Yup, you guessed it, it's the Ed on a secret mission for C+VG. The collar of his stained raincoat is turned up, his battered hat is pushed down low to hide his beady eyes. Another shady character sidles up to the Ed's table, sits down and says, in a fake French accent: "Ello, Inspecteer Closeau 'ere. 'Ave you 'erd about zat craftee 'Arry Ollersoft? I 'ave bee watching heem verry clousley. Ee ez hiding zomezing from me. But I, ze great detecteeve, will find out what it eez!" But the Ed is way in front of Clouseau. He already knows that 'Arry Ollersoft has signed up the **Pink Panther** for a big new computer caper coming to a software shop near YOU very soon.

Dirty Rat!

■ Here's the long awaited new epic from **Cinemaware**. Called **King of Chicago**, it's a superb, atmospheric game set in the gangster period of US history. First seen on the Macs this Amiga version has truly awesome graphics.

It should be out now for the Amiga from **Mirrorsoft** at £2.95.

Eugene's Island

■ **Eugene Evans** is alive and well, and still living in Liverpool. The world's oldest whizz-kid is working on the **Bermuda Project,** an exciting text/graphics adventure for the ST, Amiga and Apple Mac to be released by **Mirrorsoft** this month. In the game a reporter crashes on a desert island without his eight favourite records. The only solution is to attempt an escape to civilisation!

CALL IT A SEQUEL...
AND YOU'LL LAND UP FLAT ON YOUR BACK.

SYSTEM 3

INTERNATIONAL KARATE+

They called International Karate the best beat-em-up so far.
And who are we to argue?
But System 3 have come up with a stunner:
A Third Fighter. Some amazing backgrounds. New moves. Re-mixed music.
And balls.

Commodore 64/128 Cassette (£9.99) and Disk (£14.99)
Coming soon for Spectrum and Amstrad home computers

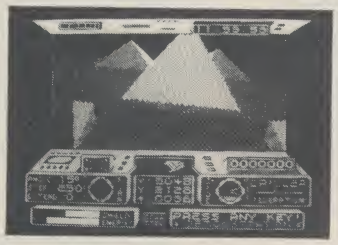
Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4SR. Tel: (0933) 78787

Distributed by Activision (UK) Ltd.

News

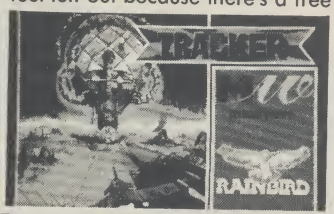
Driller Thriller.

■ This here's **Driller**, the new game developed using **Incentive's** new **Freescape** solid 3D environment simulator. **Driller** puts you in charge of a rig which has to locate dangerous gases beneath the surface of your moon as well as dealing with alien machinery and defence systems. It's a huge game which takes you over and underground – with over 20,000 billion screen possibilities. Mind-boggling, eh? **Incentive** say the complete Driller "experience" will include a 30 page operations manual, a novella plus a 3D mapping model. Out first on the Spectrum with Commodore and Amstrad versions to come. Prices will be £14.95 on tape, £17.95 on disc. Review next issue, hopefully.



16bit Offer!

● Just so all you 16-owners don't feel left out because there's a free tape for Commodore, Spectrum and Amstrad owners stuck on the front of this magazine we've got a special offer just for YOU. Top Atari ST and Amiga software house Rainbird has agreed to knock £5 off two of its best-selling 16-bit games — **Tracker** and **Guild of Thieves** for the Amiga. Yup, five whole pounds off the epic strategy game **Tracker**, which was a C+VG 16-bit hit a while back, or five pounds off that awesome Magnetic Scrolls adventure **Guild of Thieves**.



C+VG/RAINBIRD 16-BIT HITS OFFER

Please rush me my copy of *Tracker* for the Atari ST/*Guild of Thieves* for the Amiga (delete where applicable)

I enclose a cheque/PO for £19.99 made payable to Computer and Video Games.

Name_____

Address_____

_____

_____

1 TOKEN 16 Bit Offer

Just Ripping

■ The ladies of St Bride's have been rather quiet recently. But their latest game should put them back into the full glare of publicity. *Jack the Ripper*, due for release on the Spectrum and CBM 64 in November and Amstrad in December, should be controversial to say the least if the rather gory screen shots are anything to go by, which we, for reasons of good taste, refused to print. The game – which will be released by CRL – is a portrayal of one of the most brutal and macabre serious of crimes in British history.

Jingle Tills!!

■ As Christmas looms on the horizon the software houses are raiding their back catalogues of games and putting together all sorts of game compilation tapes to tempt you. Some are good, some bad, some are actually great.

Here's a round up of what's turned up in C+VG's offices, recently.

First up is the **Hit Pak** release **6-Pak Volume 2** offering a selection of goodies from various companies. Games are **Ace (Cascade), Shockway Rider (FTL), Into the Eagles Nest (Pandora), International Karate (System 3) Light Force (FTL)** and a previously unreleased game called **Batty**.

6-Pak Volume Two is out for the Spectrum, CBM 64 and Amstrad at £9.95 on cassette and £14.95 CBM and Amstrad disk.

Out from **Activision** is **LucasFilm 4: The Prestige Collection**, a two cassette package containing **Fractalus, Ballblazer, Koronis Rift** and **The Eidolon.** Prices are £9.99 on Spectrum, Commodore and Amstrad and £14.99 on CBM and Amstrad Disk.

Action Pack 3 from **Alligata** contains **Who Dares Wins II, Octagon, Trap** and **Indoor Bowling** (Spectrum), **Who Dares Wins II, Kettle, Trap** and **Indoor Bowling** (CBM 64), **Who Dares Wins, Kettle, Trap** and **Indoor Bowling** (Amstrad).

Epix Epics from **US Gold** contains **Impossible Mission, Summer Games, Breakdance** and **Pitstop II** on Commodore.

Sorry...

■ Ooops! Dept: We made a boob giving you the price of **Electronic Arts' Paint II** last issue. The correct price is £69.95 NOT £130, which makes it even more of a bargain.

Eco ok!

■ ECO, **Ocean's** first game designed and written for 16 bit computers is scheduled for release in December on the Amiga 500 and Atari ST machines at £19.95.

The game simulates an ecosphere, a self-supporting natural environment which is depicted in 3D scrolling landscapes. The aim is survival. Beginning life as an amoeba, the player must evolve through fish and fauna stages, eventually achieving human status. During the search for vital elements such as food, water and light, a food chain starts which turns the player into a predator – or prey.

Ocean has also acquired the computer game rights to **Madballs** inspired by a gang of weird and wacky toy characters, featuring Dustbrain and Screeming Meemie.

Also coming from **Imagine** on the Spectrum, Amstrad CPC and Commodore 64 is **Freddie Harvest** featuring an astral playboy's search for a spaceship.

Kick Off.

■ Watch out for **Football Manager** 2, the follow up to **Kevin Toms'** mega-successful **Football Manager**.

The game was launched at the PCW Show by **Ron Atkinson**, manager of West Brom.

The game includes end to end action with one on one tactic and up-to-date match score with the fully animated scoreboard.

Brits thrash Yanks.

■ The Brits are the best arcade players in the world! And that's official. In a battle of the giants at the recent **Personal Computer World Show** the might of the **U.S. National Video Game Team** was humbled by the British boys! **Mastertronic** hosted this first international arcade championship event to celebrate the launch of their own **Arcadia** range of coin-op machines. The US team was **Donn Navert, Jeff Peters, Perry Rodgers** and **Steve Harris**. The Brits included C+VG's **Ian Machin**, *Commodore User's* **Daniel Gilbert**, former C+VG Arcade Champion and *Zzap's* **Julian Rignal** plus **Tony Horgan** from *Sinclair User*. The final was played out on **Arcadia's** new **Rockford** machine – and like we said the British team came out on top – but US star **Donn Navert** took individual honours winning the **International Player of the Year** title and a Sega System.

The **US National Video Game Team** consists of the nation's top arcade and computer game players. Players may qualify to become a member of the team by demonstrating top performances at the major national tournaments.

Preview The Future!

PROJECT: STEALTH FIGHTER

Stealth Fighter... the hottest topic of conversation in aviation circles today. Space Age technology and engineering make these aircraft virtually undetectable by enemy radar. Stealth Fighters are believed to be in operation, flying the most sensitive missions, flown by a superior class of pilot. You can experience that thrill of flying a revolutionary aircraft, previewing the edge of the future.

PROJECT: STEALTH FIGHTER. Another brillant simulation from MicroProse. Available for the Commodore 64/128K. Cassette £14.95. Disk £19.95.

MICRO PROSE
SIMULATION • SOFTWARE

Please send _____ copy/ies of Project: Stealth Fighter CBM 64/128 ☐ Cassette £14.95 ☐ Disk £19.95 ☐ Further details.

Name (block capitals)_____ Address_____

_____ Post Code_____

I enclose £_____ including 55p P+P. Cheques payable to MicroProse Software Ltd. PSF/C+VG/1187

or debit my Access/Visa card. Expiry date_____ No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

THE NEW SINCLAIR HAS ONE BIG DISK-

THE SINCLAIR ZX SPECTRUM+3 WITH 6 FREE GAMES AND A JOYSTICK.

ADVANTAGE.

ZX SPECTRUM+3. £199

The new Sinclair ZX Spectrum +3 is a real hero – because it helps you to be one.

While you're a daring motorbike rider or the all-conquering intergalactic warrior, you're gaining priceless experience in handling computers.

Loading games is quick and easy with the built-in disk-drive. You'll be in the thick of the action in seconds. And the fantastic 128K memory gives you the power to outsmart the most sophisticated enemy.

Get to grips with the latest high-tec graphics on the vast universe of games available (six of which come free). And there's a free joystick to give you ultimate control.

But the real hero is the person who buys it. For the ZX Spectrum +3 is only £199, so they've really saved the earth.

ZX SPECTRUM+2. £139

The amazing ZX Spectrum +2 has a built-in datacorder – to save you the bother of tape recorders and leads. The advanced 128K memory helps you get the most from the vast universe of games available.

Every model comes complete with six free games to start you off, and a free joystick to make you super agile.

With the advanced Sinclair technology you can afford to let your imagination go wild. Because at £139, only your enemies pay heavily.

BE WHO YOU WANT TO BE.

Available at: Allders, Boots, Clydesdale, Comet, Connect, Currys, Dixons, John Lewis, John Menzies, Lasky's, Tandy,* W.H. Smith, Visionhire, Wigfalls, and all good independent stores. *ZX Spectrum +2 only.

Recommended retail price Sinclair ZX Spectrum +2 £139 including VAT, Sinclair Spectrum +3 £199 including VAT at 1.10.87. Prices subject to change without prior notice.

sinclair

Please tell me more about the SINCLAIR ZX Spectrum +2 ☐ ZX Spectrum +3 ☐

Name_____

Address_____

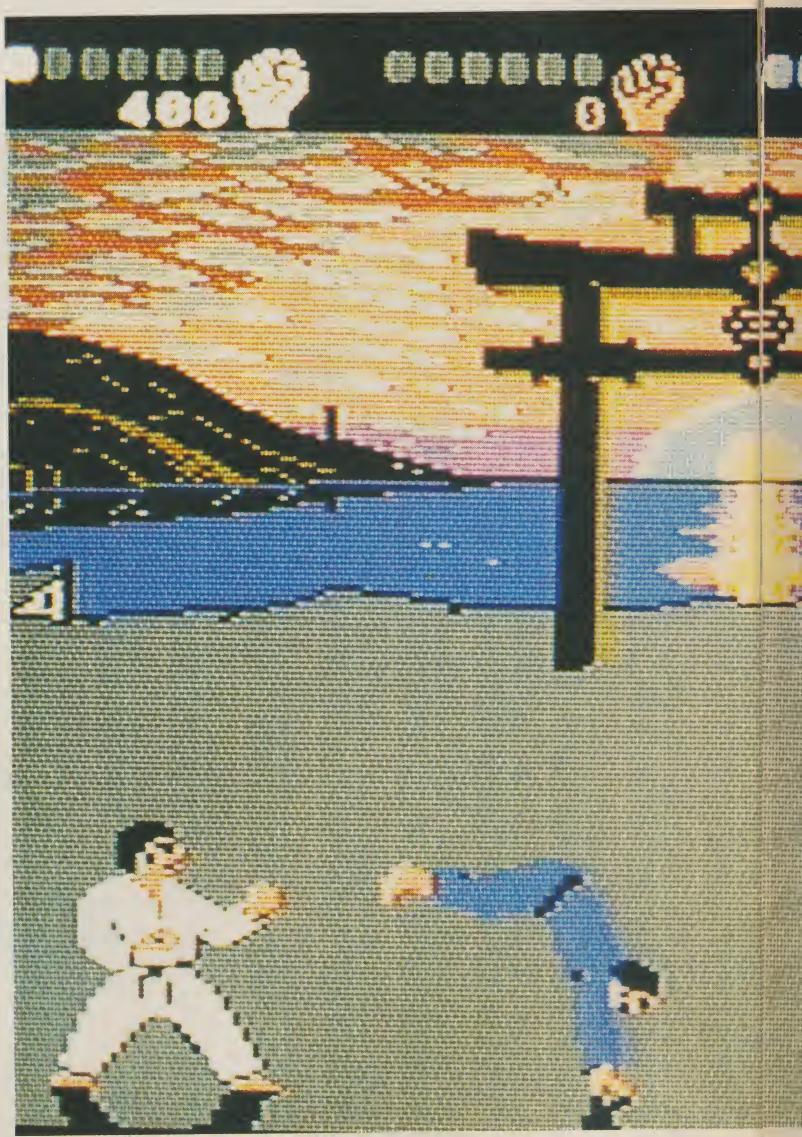
SCVGI

Amstrad plc, Brentwood House, 169 Kings Road, Brentwood, Essex CM14 4EF. Tel: (0277) 262326

親善を深めあう機会

International

- MACHINE: CBM 64
- SUPPLIER: SYSTEM 3/ ACTIVISION
- PRICE: £9.99
- REVIEWER: PAUL



Had enough of being kicked in the head, punched in the kidneys and smashed in the stomach?

No? Good. Just get your bruised and battered body over to the computer and get ready for another bout of flesh-flaying body-swaying, cruel-punching, bone-wrenching, fist-flailing, high-kicking karate.

So what's new? Let's face it, they've been some pretty excellent martial arts games over the past year or so — who needs another one? There's nothing new to be done, is there?

WRONG!

Sound the fanfares and get the flags out for System 3's *International Karate 2,* the sequel that's more than equal to the original.

The man given the job of creating this masterpiece of macho mayhem is Archer Maclean, creator of the classic *Drop Zone.*

C+VG has seen a very early copy of the game and there may be a number of changes added to the finished copy but, without any fear, we say this game is the BUSINESS.

The obvious innovation is that Archer has added an extra computer controlled character to spice up the action. This means that you can get thumped from two different directions at the same time! No wonder the fighters are always seeing stars.

Obviously, in the one-player mode, the computer controls the other two fighters. But when there are two players it's quite good fun to gang up on the computer man.

It won't take too long before you discover there are some new moves which you can make. My favourite is the backflip, an almost acrobatic movement which allows you to zip out of trouble.

The other is more difficult to describe. Imagine your player is trapped between the other fighters. It's possible to get him to face out of the screen and jump with both legs moving out and upwards in what is a very balletic way. Get your timing right and it's possible to put your opponents flat on their backs very quickly.

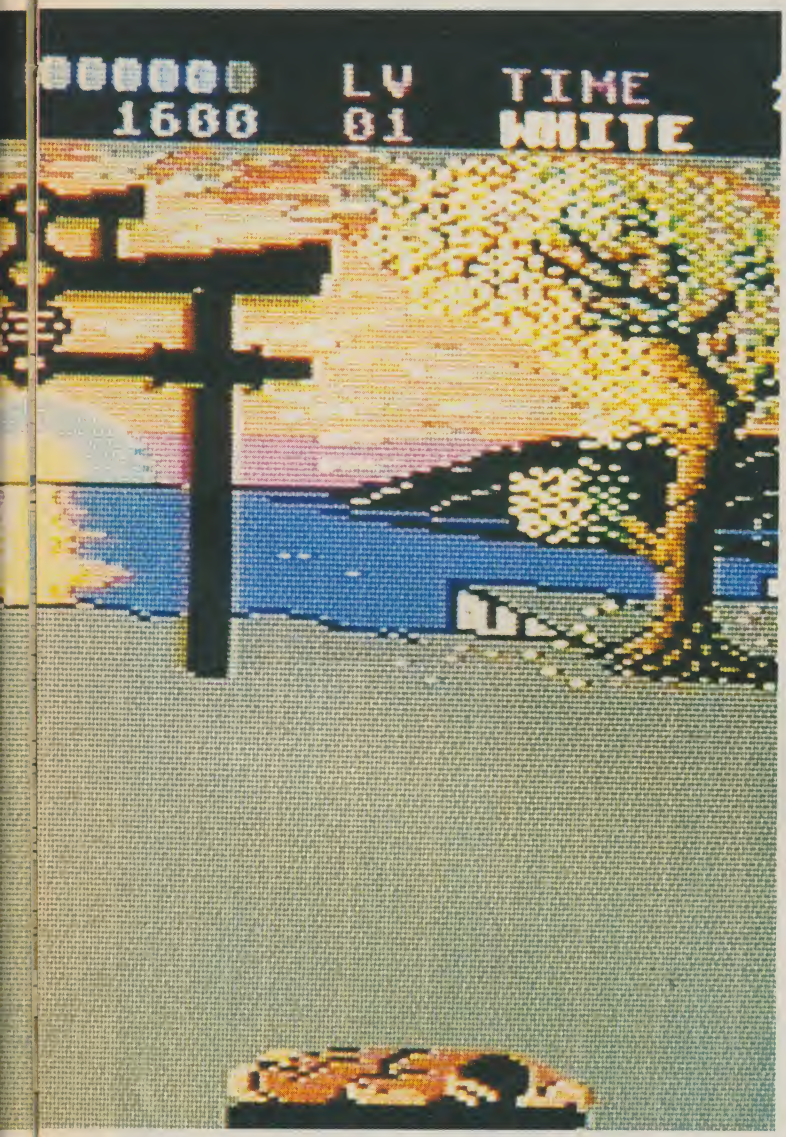
親善を深めあう機会

Reviews this issue

1 International Karate 2
3 Super Sprint
4 Alpha Mission/ Hollywood Poker
5 Quedex/Hysteria
6 Joe Blade
7 Indiana Jones
8 Galax/Skull-Diggery
9 Renegade
10 Sidewalk/Anarchy
11 Maniac Mansion
12 Water Ski-ing/ Pirates!
13 Graham Gooch's Cricket
14 Moebius
15 Barbarian/Backlash
16 Evening Star
17 Red L.E.D./ Yogi Bear
18 Draughts Genius/ Blazer

会を提供する制度

nal Karate 2



The other moves are fairly standard but I did miss the absence of the roundhouse kick. Still, you can't have everything I suppose.

Archer has also added a touch of humour by making the fighter's karate suit bottoms fall down occasionally, turning the game briefly into a sort of Carry on Karate.

At the end of the timed bout a mystical oriental appears on the screen to give the verdict on who came first or second or third.

The bonus screen is also new. The player stands in the middle of the screen holding a round shield. From the other side bouncing balls fly towards him. By quick movements, first right, then left, it's possible to deflect the balls. Miss and they knock him over. Very original and great fun.

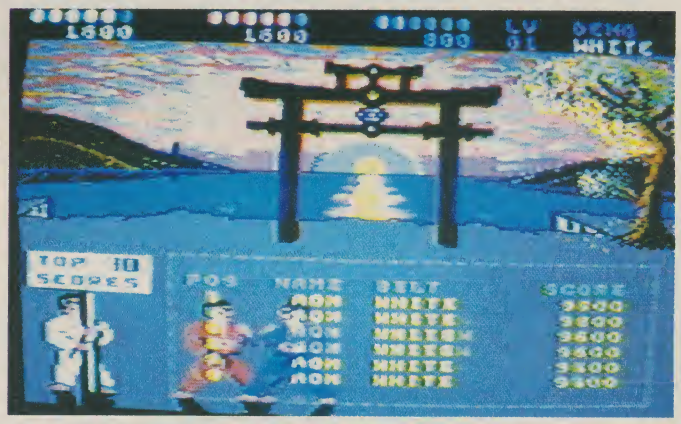
Besides the fight action, the game is full of nice little touches. In fact when I noticed them I was so distracted that I ended up getting caught by the odd punch or kick.

These touches include spiders coming down from the odd structure in the background, fish jumping out of the water, and strange creatures appearing to slither across the screen.

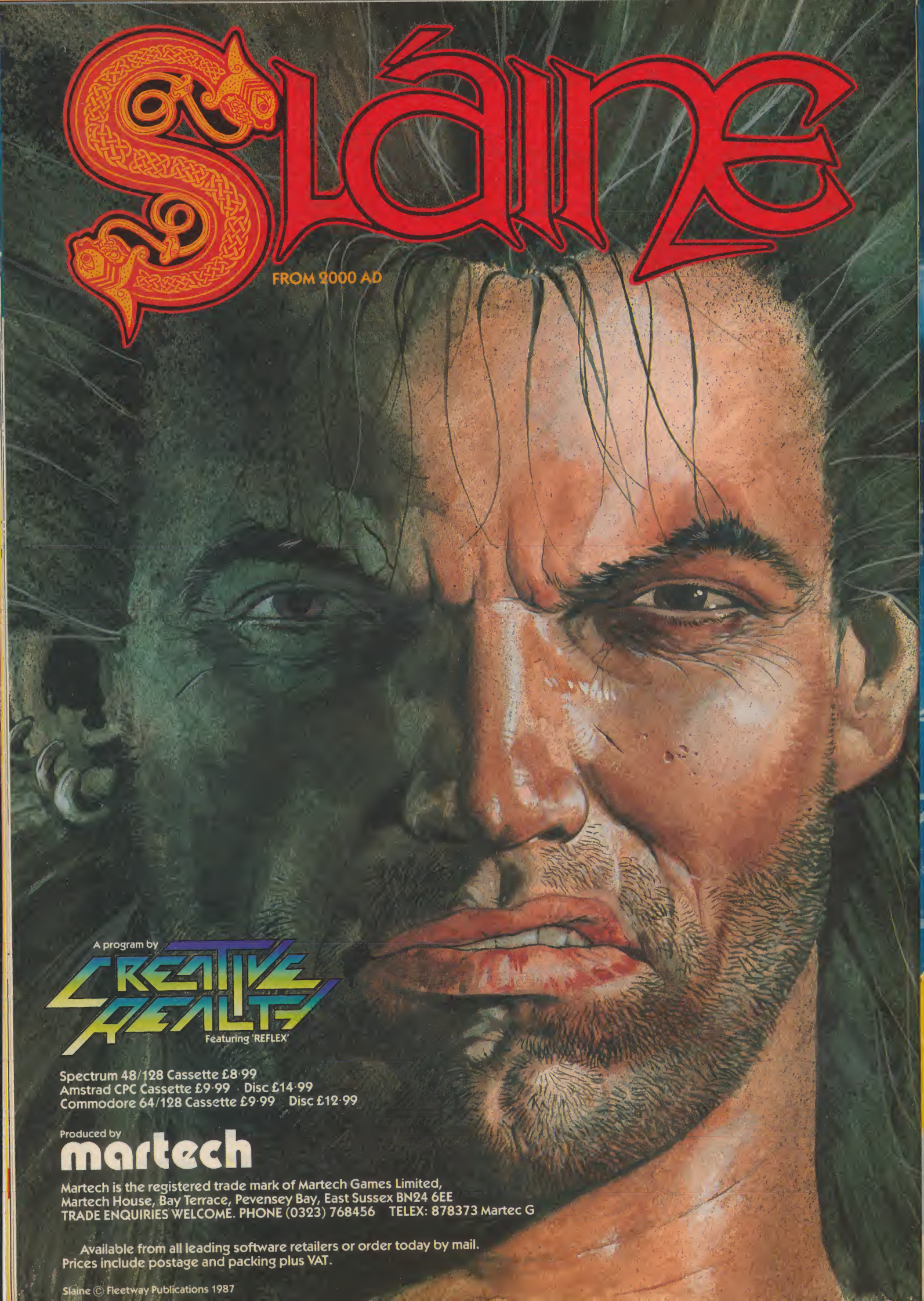
Try it, buy it, enjoy it. This will be a number one game.

GAME OF THE MONTH C+VG

- GRAPHICS 9
- SOUND 9
- VALUE 9
- PLAYABILITY 10



会を提供する制度です。


Slaine
FROM 2000 AD
A program by
CREATIVE REALITY
Featuring 'REFLEX'
Spectrum 48/128 Cassette £8·99
Amstrad CPC Cassette £9·99 Disc £14·99
Commodore 64/128 Cassette £9·99 Disc £12·99
Produced by
martech
Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G
Available from all leading software retailers or order today by mail.
Prices include postage and packing plus VAT.
Slaine © Fleetway Publications 1987

SEPTEMBER.
YOU'LL STILL BE PLAYING IT NEXT SEPTEMBER.
Stunningly simple to understand.
Stunningly difficult to master.
If you thought there was nowhere to go after chess
get your brain round September.
ACTIVISION
ENTERTAINMENT SOFTWARE
Activision Entertainment Software
Activision House
23 Pond Street
London NW3 2PN
Tel: (01) 431 1101
Commodore 64/128 Cassette (£9.99) and Disk (£14.99)
ZX Spectrum 48k/128k/+ (£7.99)
Amstrad CPC Cassette (£9.99) and Disk (£14.99)
Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close,
Finedon Road Industrial Estate, Wellingborough,
Northampton NN8 4SR. Tel: (0933) 78787
Licensed from Paradigm Games. Copyright 1987 Activision Inc.
Copyright 1986 Paradigm Games Ltd.

C+VG

REVIEWS

3

Super Sprint

► SUPPLIER: ELECTRIC DREAMS
► MACHINE: C64/SPECTRUM/ AMSTRAD/ATARI ST
► PRICE: £7.99 (SPEC) £8.99 (AMS) £9.99 (C64) £14.99 (DISCS(
► VERSION: SPECTRUM/64
► REVIEWER: TIM

Here's a real treat for arcade addicts. That all time classic, *Super Sprint*, converted for your computer will all the features of the Atari coin-op intact — except maybe the steering wheel which you have to supply yourself. But don't borrow one from your Dad's car just as he's going off to work. That could spark off a few family arguments . . .

If you've never seen the arcade machine you won't know that *Super Sprint* gives you a bird's eye view of a race track — there are eight different tracks to choose from — and challenges you to drive your super sprint machines as fast as you can to beat the rest to the finish line.

Along the way you'll encounter hazards like oil-slicks, puddles, tornadoes ramps and underpasses. Not your ordinary race tracks these, as you'll discover.

You can play alone or head to head with a friend — the best way — take part in a series of races or simply practice. You'll need plenty of practice even if you are an expert on the arcade machine.

Its take sometime to come to grips with steering and accelerating at the right moment in time.

When I first picked up the stick I found myself getting aquainted with the trackside walls quite frequently.

Luckily Catalyst Coders have included the helicopter sequence which flies in a new totally undented car when you've damaged the first one beyond repair.

All the time you are bouncing off the walls the drone computer controlled cars are racing away — four laps isn't long you know — and the race ends when the lead car crosses the finish line.

Then the scene shifts to the winners circle — an accurate representation from the coin-op this — and you see your finishing position, score and any bonuses while the crowd waves at you!

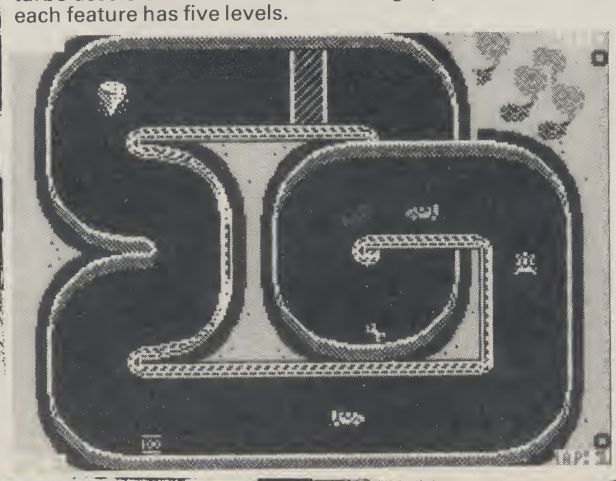
Get a high score and you can enter you name in the *Super Sprint* Hall of Fame.

If you manage to beat the drone cars or your opponent in two player mode you move onto the next track in the sequence. If you are playing alone, or come second, you can simply selct any track you want to race on.

The C64 version is a multi-load game, so when tracks 1- 4 are completed you have to load in the next four. The spectrum game also ads in all eight tracks at once.

Each race consists of four laps — and as you race you'll see golden spanners and bonus scores appearing on the track. Drive over these to collect them.

Pick up three or more golden spanners during a race and you'll be able to customise your race car by fitting extra features. Features like super traction, higher top speed, turbo acceleration or increased scoring. Apart from scoring each feature has five levels.



It's up to you to work out what combination of features and levels you need to win.

As a novice I'd go for the increased traction before anything else — just to help get to grips with the tricky steering.

The Spectrum version of *Super Sprint* is pretty basic — the graphics are simple but adequate, as is the sound. The cars are small and the whole appearance of the game is a bit fiddly. You do get the winners circle and hall of fame features however.

The 64 version is excellent. It looks good, plays pretty much like the arcade machine and has sto many nice touches that you'll want to keep comeing back for more.

I found the music for the one-player 64 game terribly irritating after a while and turned the sound down.

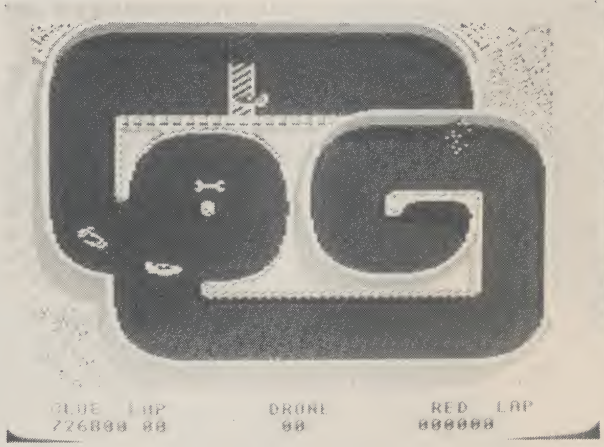
By the way, the two player option allows you to compete one-on-one or drive against a computer car as well.

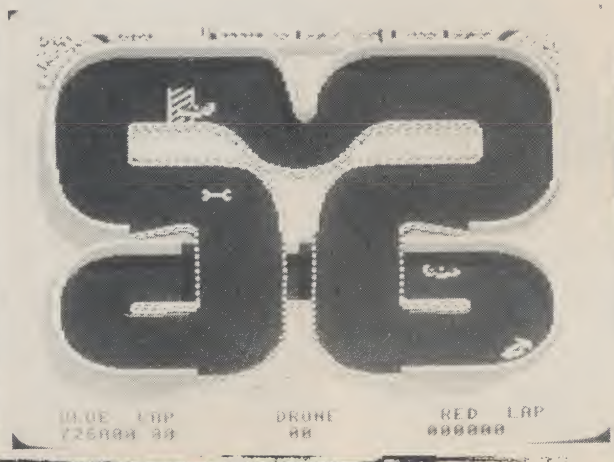
Once you get to grips with the fiddly steering you're in for a whole lot of fun — so don't throw away your joystick in disgust after a couple of attempts.

It will help you if you've played the coin-op — and may be *Super Sprint* addicts will get more out of this offering, than the rest of you. But despite the initial frustrations I still came back for more and eventually got to grips with the game.

So far the 64 version is the ultimate conversion. But I've had a sneak peek at the Atari ST version which looks even nicer. We've yet to have a look at the Amstrad game at time of going to press.

	Spec	C64
► Graphics	6	9
► Sound	6	8
► Value	7	9
► Playability	7	9





FLOPPY DISCOUNTS.

If you're used to floppy discs with stiff prices, we have good news. Amstrad now sell 3" compact floppy discs for £2.99.

They're suitable for the Amstrad CPC 6128, PCW 8256, PCW 8512 and the new PCW 9512 and all other computers that have 3" disc drives.

Each disc carries up to 360K of data (on the 8512 and the 9512 this doubles to 720K).

Available through: ADL, Allders, Comet, Currys, Dixons, Eltec, Farnell, First Software, Laskys, John Lewis, Lightning, Norbain, Office International, O.S.T.A., Ryman, Northamber, P&P, Sandhurst, Wildings, and Hugh Symons.

Price correct at 1.9.87 but may change without notice.

AMSTRAD

Amstrad plc., PO Box 462, Brentwood, Essex CM14 4EF. Telephone: (0277) 262326.

Hollywood poker

- **MACHINE: AMIGA, ATARI ST, SPECTRUM, PLUS 4**
- **SUPPLIER: DIAMOND SOFTWARE**
- **PRICE: £19.95 (AMIGA DISK)**
- **VERSION TESTED: AMIGA**
- **REVIEWER: CHRIS**

OK, *Hollywood Poker* is not a first, we've had strip poker games before, even ones with Sam Fox. This one has to be the best.

A extremely bold statement, but I believe you'll have to agree. *Hollywood Poker* plays well, sounds good and looks wonderful!

The game is based on Five Card Draw Poker, which in my opinion is the simplest form of poker. You start with £100, and then every player puts £5 in at the beginning of each hand.

Naturally, there are only two players in this game, you and one of four lovely girls.

You get to choose your opponent, and each girl has her own style of play. The four girls are Isabell, Lorence, Denise and Stephanie.

My favourite has got to be Isabell, as she, in my opinion, is the most attractive, and she's also the easiest to beat!!

After choosing your opponent and placing five big ones on the table, you are dealt five cards. Your cards are displayed graphically at the bottom of the screen, and you must then decide what course of action you are going to take.

You must sort your cards, called a hand, into one of the following:

A Pair: Quite obvious, i.e. two Aces.

Two Pairs: Two sets of cards with same face value, i.e., two Kings and two Queens.

Three of a Kind: Quite simply, three cards of the same value.

A Straight: five cards which follow each other, regardless of suit, i.e. three of Hearts, four of Diamonds, five of Clubs, six of Spades, seven of Clubs.

A Flush: Any five cards of the same suite.

A Full House: A pair and three of a kind.

Four of a Kind: Speaks for itself.

A Straight Flush: The same as a straight, but of all the same suite. This is the highest hand.

Once you've seen your hand, you can either keep it (STAY), Bet on it (BET) or get rid of it (DROP). After a player decides what option is for them, player two can either raise the pot (RAISE), drop out, or they can call (CALL).

If a player calls, all betting stops and you have the chance to change some or all of your cards to make a better hand. Then betting continues. When someone calls again, the hands are compared and the winner grabs the loot.

Should you run out of money, the game ends. But if your opponent does, she will start to strip off. Each garment is exchanged for another £100, and the game continues.

Should she win her money back, you opponent will put her clothes back on.

As the girls are only wearing five garments, if you win over £500, she will have no clothes left. And that's it, you've won. All that's left to do now is remove the joystick so that no one can press the fire button!

The best part of the game is, of course, the graphics. Each picture has been digitised, and using the Amiga's 32 colour low-res screen mode, the pictures look stunning.

The sound is of exceptional quality, and it comes in the form of two tunes, the title tune being the best.

Any moans? Well, just two. The girls seem to be far to easy to beat and I, a mere novice poker player, managed to beat each girl first go. The second moan is the fact that there didn't seem to be an "Over 16's only" able on the box. As the girls actually go completely starkers, many parents might wish there was one.

That aside, *Hollywood Poker* is the best strip poker game I have ever seen, heard and played.

Well done Robtek. It's fantastic.

- **GRAPHICS** 9
- **SOUND** 9
- **VALUE** 9
- **PLAYABILITY** 8

C+VG HIT!

Alpha Mission

- **MACHINE: C64**
- **SUPPLIER: ACTIVISION**
- **PRICE: £9.99 (tape)**
- **REVIEWER: TIM**

Excuse me while I abort this mission. There, that's better. Can I have another game to play now please? And before you ask, it is that dull!

Alpha Mission isn't quite a flight simulation, not quite a shoot-em-up. In fact it falls uncomfortably between the two. It reminds me of that other Activision game based on the Space Shuttle — if you can remember that far back.

The game puts you in charge of an X-15 space-jet. Your mission is to terminate a terrorist controlled space station using remote controlled robots.

Load up the game and you see a host of jet-style instrumentation surrounding a relatively small real-time front

view from the *X-15*.

Then you have to take off — which isn't as easy as it sounds. You see a small box with two white bars in the centre of the game window. You have to match the computer controlled bar at the top of the box with your joystick controlled bar at the bottom of the box.

If you don't the mission terminates then and there in a big stall and crash. Boring after the first few times. AND you have to go through it all over again if you blow out later in the game.

An unecessary edition to this already fairly complicated game. You must remain airborne through the next three levels of the mission in order to reach the space station.

The joystick handle controls your aim as well as your heading and altitude.

During combat, use the joystick to aim your missiles but be alert — move directly to the edges of the window and you will alter your course as displayed on the N.T.C. Grid.

With the crosshair at the edge of the window, gain altitude by moving the joystick and lower altitude by pulling back.

There are three zones you must pass through. Once boosters are engaged at each atmospheric boundary, you must increase altitude in order to break through to the next zone.

Each zone has a unique aircraft you must defend yourself against — helicopters, jets and killer satellites.

Reach the space station and you must centre the station in your combat window and align the crosshairs to its centre.

Here you are prompted to enter the secret access code given at the start of each game.

The terrorists have strategically placed the space station in the path of a deadly asteroid belt which must be passed through in order to land the module on the station's surface.

On landing, a fleet of remote control robots exit your ship. These robots are programmed with various functions for defence; including a self-destruct mode. Joystick forward will release a robot. You must guide each robot around the station, avoiding obstacles until it can connect with a weapons system and self-destruct.

A mish-mash of game ideas which doesn't come off. There's nothing about the early stages of the game that encourages you to reach that elusive space station.

- **GRAPHICS** 7
- **SOUND** 5
- **VALUE** 5
- **PLAYABILITY** 5

FIREBIRD

FLYING SHARK

HOT FROM THE ARCADES, FLYING SHARK IS THE ULTIMATE SHOOT-EM-UP FROM TAITO. BOMB AND BLAST YOUR WAY INTO ARCADE HISTORY.

Spectrum £7.95 Commodore & Amstrad £8.95 (£12.95 & £14.95 d) Atari ST £19.95

PUBLISHED BY FIREBIRD SOFTWARE, A DIVISION OF BRITISH TELECOM PLC. FIRST FLOOR, 64-76 NEW OXFORD ST. LONDON WC1A 1PS

Quedex

► MACHINE: C64
► SUPPLIER: THALAMUS
► PRICE: £9.95 (TAPE); £14.95 (DISC)
► REVIEWER: TIM

Quite a departure for programmer Stavros Fasoulas and Thalamus. Not an alien to be zapped, nor any sign of a super-slick space craft. What's going on here? Certainly not *Sanxion* or *Delta*.

Instead of mindless, but horribly enjoyable, blasting this newie from the fantastic Finn will boggle your brain. It's an addictive arcade puzzler which will keep you glued to your screen.

The game does require a considerable amount of dexterity – both mental and with your jolly joystick. It calls on you to manoeuvre a small ball around ten different game areas solving various puzzles as you go.

Each area has a starting point and a goal – but there the similarity ends. Each has different problems and puzzles to be solved, and require different game skills.

All these are tested in the first level of the game which is in reality a training zone for would-be *QUEDEX* recruits.

The aim of the game is to complete all ten levels within a given time limit, but you can play each individual level in any order and at any time.

Your biggest enemy in each different plane is time. Every plane has a time allowance, and any unused time gets carried over to the next plane.

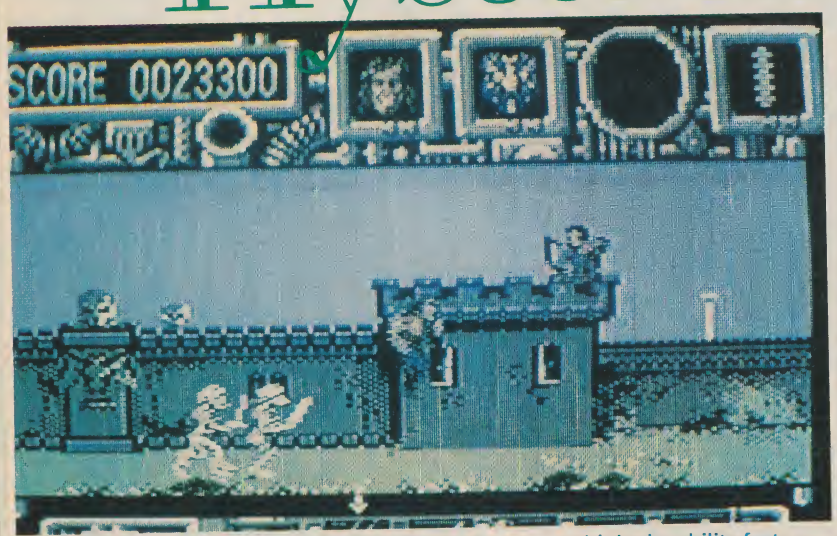
After a while you will notice that the difficulty levels, time and style of gameplay all combine to give the whole game more than just a hint of strategy.

Level one consists of five sub-levels, each of them concentrating on different skills required by you in order to complete *QUEDEX*.

If you leave the level before completing it then when returning at a later stage in the game it will result in you continuing at the beginning of the current sub-level not at the beginning of the whole level.

Sub-level 1: Follow the lane one square at a time otherwise

Hysteria



► MACHINES: CBM 64/SPECTRUM
► SUPPLIER: SOFTWARE PROJECTS
► PRICE: £8.95
► VERSION TESTED: CBM 64/SPECTRUM
► REVIEWER: PAUL

The Software Projects revival continues. *Dragon's Lair* (ok), *Star Paws* (getting better) and now *Hysteria* (great).

And yet it's quite a strange game. Not particularly original in concept or execution but with a very high playability factor, excellent graphics and neat sound.

Now for the plot. The future has been changed by altering the past. A previously extinct primeval entity has been summoned forward through time by a fanatical sect, whose aim is to disrupt the future balance of power.

As a sole survivor of the once elite "time corps", you have been chosen by the federation of law and order to defeat this evil and are transported by molecular disruption to combat the entity closer to our destiny.

However the locals are not keen on time warriors and evil monsters popping up out of nowhere and they tend to get a little bit upset.

Destroying certain hostile characters and objects may leave behind a clue as to the identity of one of the conspirators (symbolised by a jigsaw piece) which must be collected. Once exposed the entity will be forced to make an appearance in that time zone in order to destroy you and the evidence, you must weaken the monstrosity and force it to retreat whence it came and continue your task in another era.

You only have a limited energy supply which is depleted each time you are hit, but is restored each level.

The lemons and worms are collected by walking or flying over them, this will enable you to select a different weapon if you so desire. To activate the current weapon type (indicated by an arrow above the icons), pull down and press fire.

When the entity finally materialises, it will take all your fire power to destroy him. But when you defeat him he slips through into another time zone. You follow and battle once again commences.

you will be placed back on the start square. Fall off the end into the darkness to complete this sub-plane level.

Sub-level 2: Follow the direction of the arrows and pick up the flashing white squares, then enter the hole of darkness.

Sub 3: Avoid the electric sea and try to find flashing squares that are scattered around, again enter the hole of darkness to complete.

Sub 4: Be quick and pick up squares, enter hole of darkness to complete.

Sub 5: Slalom around the pillars in the direction of the arrows in order to pick up the flashing squares that will activate the goal.

Level two — and you encounter the keys. Pick up the keys which will open the doors. Use the teleports but avoid the skulls to find the goal. Watch out for the invisible keys which only become visible when you move close to them.

Level three: You need to find four hidden amulets in this plane before the goal will even appear. Use the teleports but avoid the skulls to find the goal. Watch out for the invisible keys which only become visible when you move close to them.

Level four: You can only move left and right. Race down the race track as fast as possible. Avoid blocks, use lifts up and down to your advantage as you only have a limited number of jumps available.

Level five: Yellow squares will turn into patterned floor tiles and patterned floor tiles will turn into plain yellow squares when touched. Try to fill in the whole area with patterned floor tiles.

Level six: Extra features which are visible add extra jumps, other invisible features affect you or the play area either positively or negatively. Progress through the level by determining these effects and using them to your advantage and to help you find the goal.

Level seven: Once entered, you have to complete this plane before entering other planes.

Level eight: Pick up four keys in order to open one of the two doors which lead you to the goal.

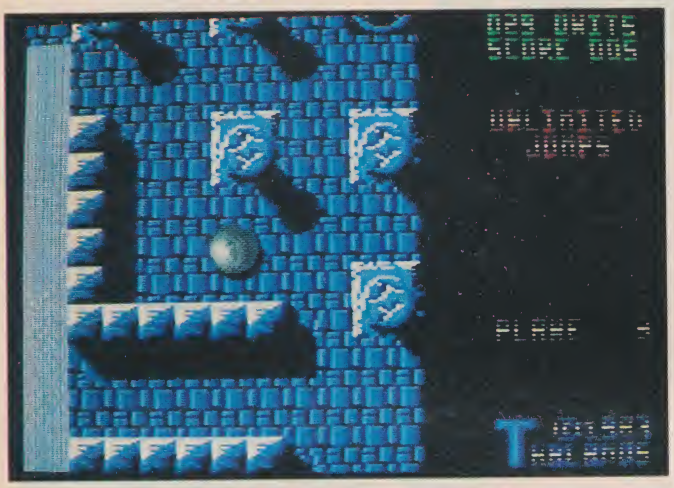
Level nine: Pick up extra speed so that you can destroy all the cubes, extra speed will not last forever.

Level ten: Jump from platform to platform. There are three different heights which can be recognised from the different shades of grey. You can only jump one unit of height either up or down without a penalty. Try and get to the 'GOAL' as quickly as possible.

Quedex is pretty damn good — puzzling, frustrating and addictive all at once. Don't miss it.

▶ GRAPHICS	7
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	9

C+VG HIT!



Joe Blade

▶ MACHINE: AMSTRAD
▶ SUPPLIER: PLAYERS
▶ PRICE: £2.99
▶ REVIEWER: PAUL

Great! Another tough guy game straight from the Rambo clone zone. But don't groan, *Joe Blade* is well worth checking out for all you trigger-happy pistol packers.

I half-heartedly started playing and before long I was hooked. Gee, I wanted another go, Joe.

The plot is simple. Crax Bloodfinger — a great name, eh? — the leader of an infamous band of terrorists, has kidnapped six world leaders. Unless their countries cough up a cool thirty billion dollars, its curtains for these heads of state.

Bloodfinger is holding the leaders captive in his fortified HQ, crawling with members of his private army.

In a show of defiance, the world has refused to pay the ransom even though the high noon deadline is fast approaching.

Send for Joe Blade, mean, tough, fearless (hey, this guy sounds as though he should be a C+VG reviewer). According to the cassette notes, Joe Blade has been trained in a Tibetan monastery. Just what the monks have taught Joe Blade that will be useful on search, kill and rescue mission is not explained. Perhaps he learned a pretty lethal chant.

Anyway, armed with his semi-automatic gun, Joe has infiltrated Bloodfinger's base. He must rescue the leaders and activate six booby-trapped explosive devices. Once these lethal bombs have been set going, Joe has twenty minutes before nasty boom doom.

Joe moves around the complex collecting keys to cells, ammo, and food to keep up his strength.

Getting the keys allows you to pass through locked doors and into new areas of the game.

Nice and cheap with ace graphics, *Joe Blade* certainly cuts it. A good buy.

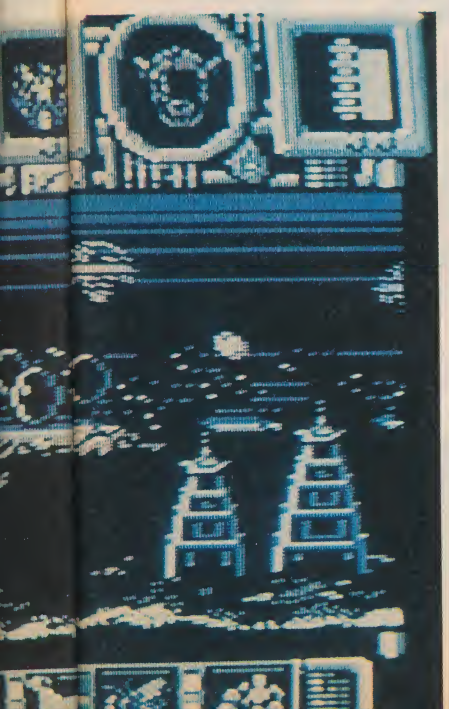
▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	9

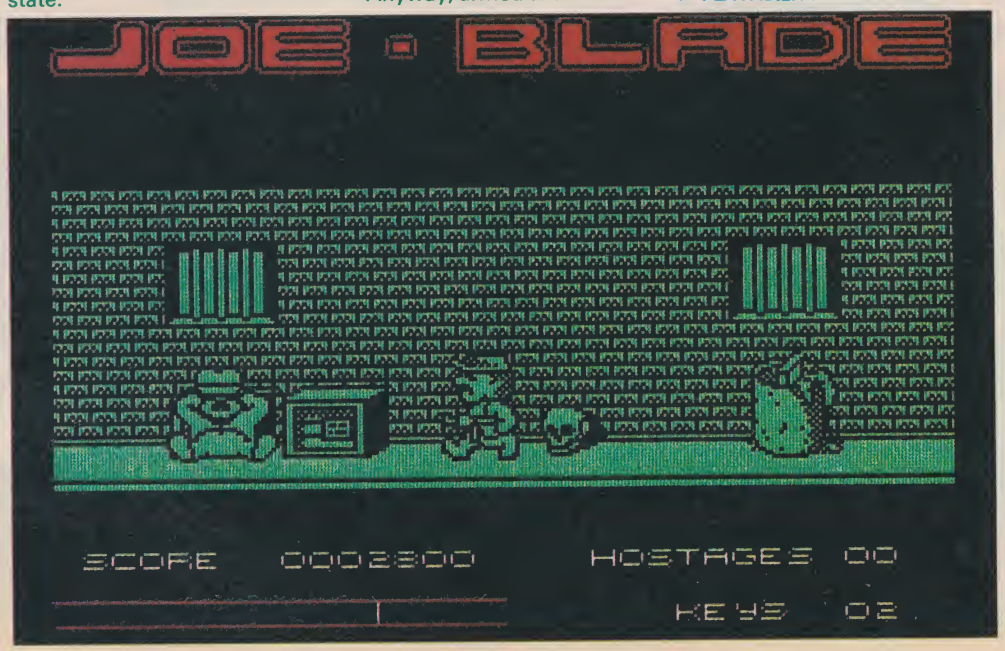
There are three time zones. The first has a Greek feel to with temples, minotaurs, skeletons, flying things and statues that chuck rocks. The second is quite medieval and the third futuristic.

The game was programmed for Software Projects by Special FX, set up by ex-Ocean man Paul Finnegan. Hopefully they'll be more good things to come from this partnership.

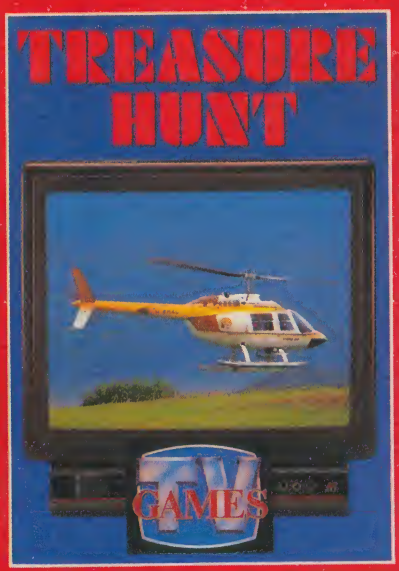
	CBM 64	SPECTRUM
▶ GRAPHICS	9	8
▶ SOUND	8	8
▶ VALUE	8	8
▶ PLAYABILITY	9	9

C+VG HIT!





TV GAMES



22 HARTFIELD ROAD, LONDON SW19 3TA. 01-947 5622

C+VG

7

► MACHINES: C64/SPECTRUM/AMSTRAD/ATARI ST
► SUPPLIER: US GOLD
► PRICE: £9.95 (C64/AMS) £8.99 (SPEC) £19.99 (ATARI ST)
► VERSION TESTED: SPECTRUM/AMSTRAD/ATARI ST
► REVIEWER: IAN

Indiana Jones and the Temple of Doom

Remember Indiana Jones, the hero from *Raiders*, and the *Temple of Doom* films? He's back, not in a film, but in his own computer game. That's right, US Gold has released the long awaited computer conversion of the arcade classic, *Indiana Jones and the Temple of Doom*.

I'm sure many of you have already played the arcade original, I know I certainly have, what a fab game!

Atari seem to be outdoing themselves lately, especially with such hits as *Gauntlet, Supersprint* and *Indiana Jones*.

Indiana Jones is one of those games where the name of the game is skill, and plenty of it. You aim is to successfully retrieve the sacred Sankara Stones from the temple of the evil god, Kali.

They are guarded by the high priest Mola Ram and his evil thuggee henchman. There are three stones to collect, each of these stones is situated in the temple. To get to the stones you must first pass through three stages, or scenes.

All three have various hazards and dangers which must be overcome. The only way to avoid these, is by using Indy's trusty whip.

You begin with five lives and the game ends when all five lives are lost. It is incredibly easy to lose all five of your lives, as you will discover. Each time you lose a life, a message appears at the bottom of the screen telling you how you could have avoided dying.

For example, if you are killed by a thuggee guard, the message, "Whip the thuggee guard, Indy" will appear.

● Scene One: The Mine. This is where you begin your quest. Equipped with your whip you must protect yourself from snakes, bats and constant attacks from the thuggee guards.

The snakes and bats can be destroyed with just one crack of the whip. You can also use your whip to swing across chasms between the pathways. The guards, on the other hand, have to be thrown off the ledges.

There are nine enslaved kids locked up in cages. Rescue them for bonus points. You are also attacked by Mola Ram himself, who magically appears on the screen and throws fireball at you.

To escape this stage, you must find the entrance to the railway tunnel. Enter it and you will go on to the next scene.

● Scene Two: Mine-Cart Chase. This is the fun part. You are now sitting in a rail-cart, speeding down a series of railway tracks which are linked by several junctions.

You can go fast or slow, depending on whether you move your joystick up or down. As you proceed down the lines, other carts — full of thuggee guards — approach both from in front and behind, intent on stopping you dead in your tracks, you might say! If they catch you up, your cart will be overturned.

You will also come across oncoming guards who are waiting for you alongside the tracks. Whip them for extra points. After a while you will come to the end of the line. This is the exit to the next stage.

● Scene Three: The Temple. This is probably the easiest of all the stages. Here you must collect the Sankara Stone, which is just above the statue of the evil god, Kali.

You are attacked by some of Mola Ram's thuggee henchmen, as well as Mola Ram himself.

As you come near to the statue you way is barred by a pit of molten lava. This can easily be swung across by using your whip. Once across you will notice that the floor just below the statue continually opens and closes.

You must manoeuvre yourself very carefully to successfully retrieve the stone from the top of the statue.

One false move and you'll fall into the molten lava — what a way to go! Once you do have it, two doors will open on either side of the statue. These are the exits to the next level, and the next Sankara Stone.

All three scenes are repeated over and over until every Sankara stone has been collected.

Paragon has produced quite an accurate and splendid conversion, especially on the Atari ST version. The graphics are well drawn and are a good reproduction ot the original.

Playability is great. Control of your character is smooth and easy, which is what I like best about this game. I think that the sound could have been a lot better, though.

A lot of the sound effects were not all that descriptive. There's one or two snags that I'd like to point out.

Firstly, each level — which is made up of three scenes — has to be loaded in separately, and when you lose all of your lives the first level has to be reloaded.

If you purchase the game on tape, you will find this both tedious and tiresome.

Secondly, it will take you quite a lot of practice to eventually master the game as it is extremely hard. Whether you're a fan of the arcade original or you're just after some high adventure — with a few pitfalls thrown in — this is the game for you.

► GRAPHICS 9
► SOUND 7
► VALUE 8
► PLAYABILITY 9

C+VG HIT!

Galax

► SUPPLIER: GREMLIN
► MACHINE: ATARI ST
► PRICE: £19.95
► VERSION: ATARI ST
► REVIEWER: DAVID

In the wake of the phenomenal success of *Arkanoid* comes another 'revamped' version of a hit from days gone by. This time it's that old classic Galaxions that's been bought out of retirement, but this time they're coming straight at you kid!

Not content to just give *Galaxions* the *Arkanoid* treatment of smarter graphics and extra gameplay, Gremlin has gone a stage further and turned the 2D blast from the past, into a first person zapper that puts you in the cockpit of an experimental Astroblitz craft. Your mission . . . as always, the utter destruction of a mere 99 waves of Vectons. . . . the most feared of all intergalactic warmongers.

The major part of the screen is your cockpit window, through which can be seen the advancing ranks of the alien Vectons. Each alien is seen in filled 3D as it lines up for the kull.

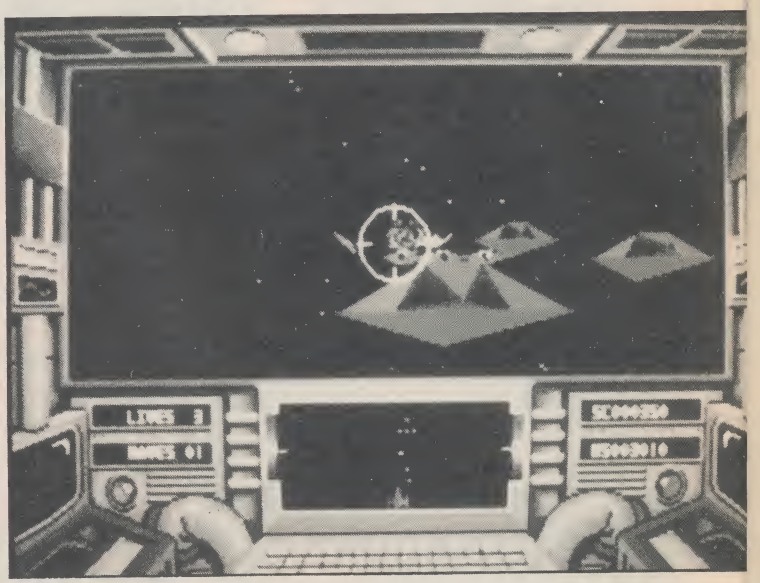
The Vectons come at you in any one of 25 different formations, and after every four waves, you will be invited to brave an asteroid field just to keep you on your toes for the next four waves.

Your Astroblitz craft is armed with two weapons; normal anti-craft missiles, and anti-asteroid missiles — a perfect cure for the common asteroid!

Each time you fire a missile at the approaching Vectons, it rushes off into the distance in the general direction you aimed. The problem is, that if you start to steer your craft, to keep the Vectons in view, your missile goes off in the opposite direction.

I'm sure that, given a lot of practise, one could use this 'feature' to one's advantage, but I found it annoying and frustrating. It would have been better to be able to manoeuvre my craft independently of the missile's trajectory.

However, when you do hit a Vecton, you are greeted by a digitised explosion which



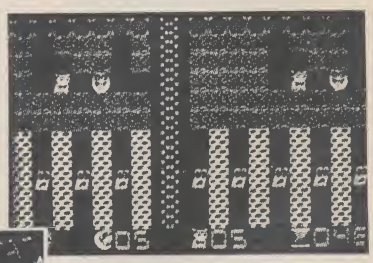
makes all the hours, you put in seem worthwhile. If, on the other hand, you let the enemy get too close to you, the screen goes ga-ga and the average musical soundtrack is replaced by a suitably blood-curdling scream — neat!

Below the cockpit window is the now obligatory bank of brightly coloured, though useless, instruments and dials, although the radar comes in handy if you mislay the odd wave of Vectons hell-bent on your destruction.

As for playability, well the game has some serious flaws but is still fun to play. A little more game testing may have seen *Galax* evolve into a great arcade blaster. Nevertheless, all credit to Gremlin for joining the brave ranks of those prepared to develop games exclusively for 16 bit machines.

► Graphics	8
► Sound	9
► Value	7
► Playability	6

Skull-diggery

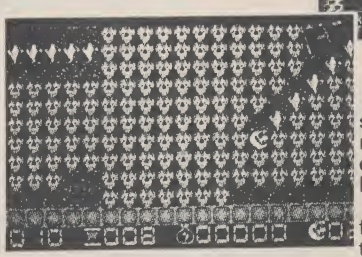


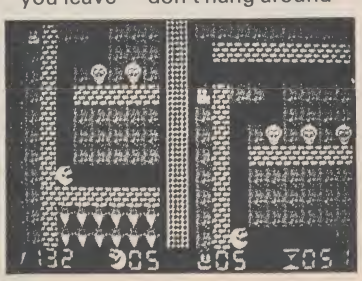
► SUPPLIER: NEXUS
► MACHINE: ATARI ST
► PRICE: N/A
► VERSION: ATARI ST
► REVIEWER: DAVID

Ask anyone, who has been playing computer games for a few years, to name their top ten titles, and the name *Boulderdash* will appear with monotonous regularity. So it's not surprising that this most addictive of arcade classics has been re-incarnated a number of times under various different names. The latest of these is *Skulldiggery* from Nexus.

The game, for anyone who really hasn't seen or played the original, puts you in a number of caverns (100 in all), each full of diamonds ripe for the picking. But, not unexpectedly, things aren't quite as simple as they sound, because the caverns are also full of bats, crazy ghosts and creeping vines.

As a bouncy cave mite, your staple diet consists, quite naturally, of diamonds, preferably in extremely large quantities. To get your fill, you must burrow your way through the caverns, avoiding anything that moves, and most things that don't. Any bats or ghosts that you accidentally set free will chase you along the tunnels you leave — don't hang around to make friends either, because any contact is deadly.





Skulldiggery runs on colour or mono ST system allowing it the widest possible audience. Although some companies like Rainbird already do it, it is good to see others like Nexus producing dual format ST games, and hopeful others will follow suite. After all, just because someone bought an ST primarily for word processing it doesn't mean they should be starved of fun too — look how many games have been converted for the Amstrad PCW.

Another welcome additional feature in *Skulldiggery* is the two player option, which allows to players to concurrently indulge in either co-operative, or competitive play.

As in all, the game is proficiently produced, but lacks the excitement and addictive qualities of the original, which is available on the ST already. Watch out for *Boulderdash* on the Amiga, it's truly wondrous!

► Graphics	7
► Sound	6
► Value	N/A
► Playability	7

FOR AS LITTLE AS £159 YOU CAN BE THE HOME SECRETARY.

There's more to home computers than fun and games.

Just add a printer (and the necessary software) and your computer becomes a word processor. And you become a very efficient secretary.

If the printer you add is the Amstrad DMP 2000 your efficiency will even extend to saving quite a lot of money.

Because the DMP 2000 costs just £159 (incl. VAT).

Yet it will print draft quality text at up to 105 characters per second. And Near Letter Quality at up to 26 characters per second.

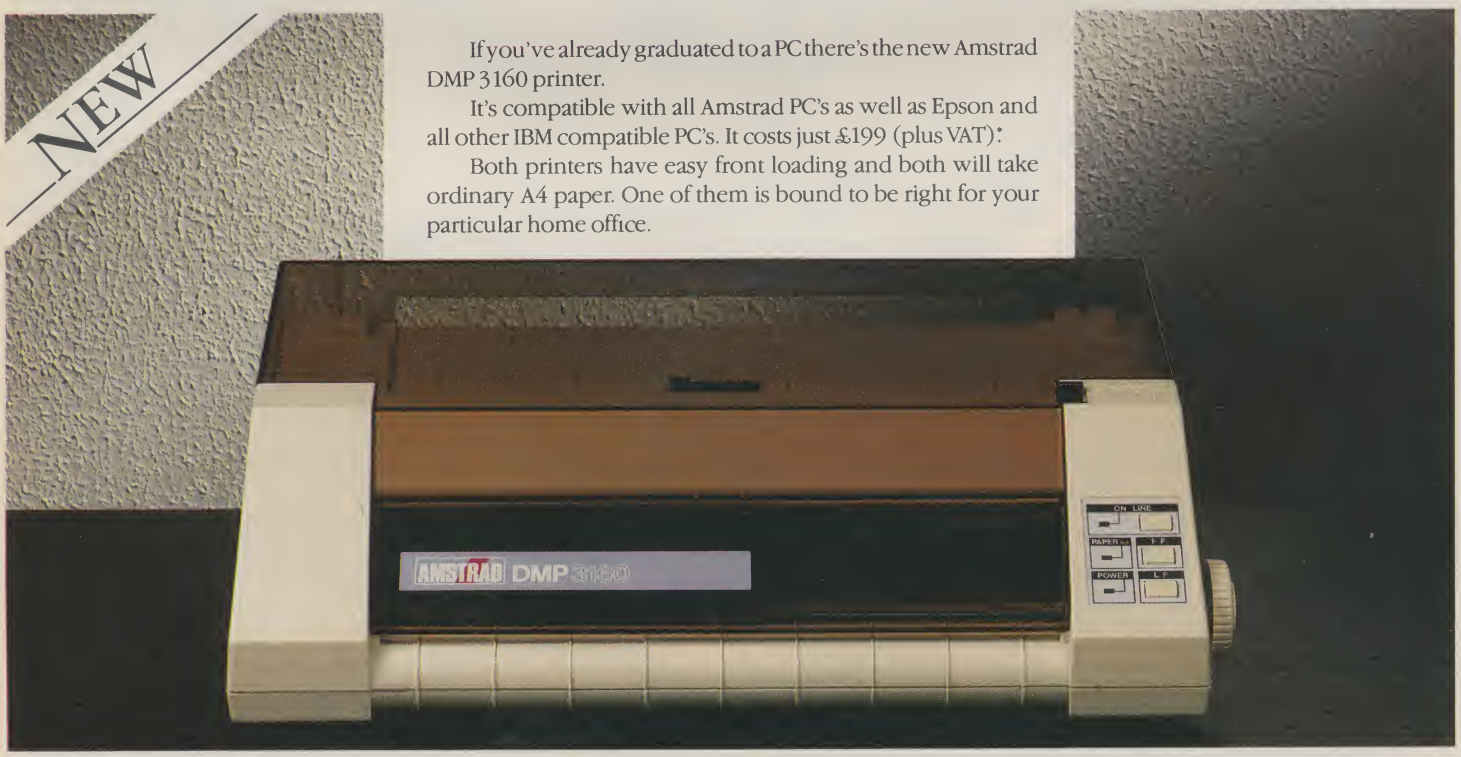
As you would expect it is compatible with all Amstrad home computers. But it is also compatible with Epson and any other make that has the same Centronics Parallel Interface.

NEW

If you've already graduated to a PC there's the new Amstrad DMP 3160 printer.

It's compatible with all Amstrad PC's as well as Epson and all other IBM compatible PC's. It costs just £199 (plus VAT)*.

Both printers have easy front loading and both will take ordinary A4 paper. One of them is bound to be right for your particular home office.



Please send me further information on the DMP 2000 ☐ and the DMP 3160 ☐

NAME _____

COMPANY _____ TELEPHONE _____

ADDRESS _____

AVAILABLE AT: ALLDERS · COMET · CURRYS · DIXONS · LASKYS · JOHN LEWIS · AND GOOD INDEPENDENT COMPUTER STORES

*Recommended retail price including VAT, £228.85. Prices correct at 1-9-87 but may change without notice.

AMSTRAD

Amstrad plc., PO Box 462, Brentwood, Essex CM14 4EF. Telephone: (0277) 262326.

21st CENTURY WARRIOR APACHE

GUNSHIP

FREE!

GUNSHIP FLYING LESSONS WITH MAJOR "WILD" BILL STEALEY!

Major Wild Bill Stealey, Microprose founder and President, ex-USAF Fighter Pilot Ace, Strategic adviser to the U.S. Military at the Pentagon, says:

"I'm gonna teach you how to fly like a real AH-64 Apache Gunship Pilot! And, because everyone's a winner with Major Bill, there's a prize for you with your flying lesson – you could even come flying with me in my own fighter-trainer airplane, Ms Microprose – in America!"

And, as if that wan't enough, there's a prize for every "Graduate" of Major Bill's Flying Academy! On each tape Major Bill awards a gift, which, for one lucky winner, is a free trip to MicroProse Software's American Headquarters, for a flight in Ms. MicroProse, Major Bill's F28 Trojan Fighter-Trainer aircraft – with Major Bill at the joystick!
For more Information Please write to the address below.

FREE!

INSIDE EVERY C64 GUNSHIP BOX!*

Every C64 Gunship box (disk and cassette) bearing a "Learn To Fly with 'Wild' Bill" sticker contains a special flying lesson, recorded by Major "Wild" Bill Stealey onto audio cassette. This easy to follow play-as-you-listen flying lesson enables trainee C64 Gunship Simulation Pilots to acquire basic helicopter flight, navigation and combat skills in double-quick time, over just one of the many realistic scenarios contained in C64 Gunship.

* Carrying Special Offer Sticker

WIN

A free trip to MicroProse Software's American Headquarters, for a flight in Ms. MicroProse, Major Bill's F28 Trojan Fighter-Trainer aircraft – with Major Bill at the joystick!

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

Renegade

- MACHINE: AMSTRAD
- SUPPLIER: IMAGINE SOFTWARE
- PRICE: £8.95 (TAPE) £14.95 (DISC)
- REVIEWER: IAN

It looks like Imagine has done it again, and released another one of those arcade conversions we repeatedly keep seeing. All that ever seems to be written nowadays is either updated versions of old games or converted arcade games.

More often than not, these are pretty appalling. But this is not the case with the conversion of *Renegade*. Although the actual arcade original was nothing much to rave about, Imagine has done a marvellous job at converting it.

You plan the part of a street-wise vigilante who is on his way through the squalid streets of an infamous city to meet his girlfriend, Lucy. The only problem is that she's on the 'bad' side of town. "So what?" hear you cry. So what indeed. But this guy has to defeat a series of attacks by the most vicious gangs in the city.

There are five different levels: Subway, Pier, Sleezy Street Scene, End Street and Interior. You have to pass all these levels, until you are eventually united with your girlfriend.

Each of these scenarios is infested with thugs and villains, brandishing a selction of harmful weapons. To attain completion of a level the gang leader must first be defeated. This is done by repeatedly hitting or kicking him. Each time you successfully deliver a blow and knock him to the ground, his energy will greatly deplete. This is shown by an energy bar which is at the top of the screen, just beneath your own energy bar.

Level 1: Subway. This is the first of the stages. Here you are attacked by a number of armed and unarmed assailants. They have to be knocked to the ground approximately twice for them to be killed.

Level 2: The Pier. Here, you are confronted with a gang of motorcycle thugs. You are immediately attacked by four Hell's Angels on Motorbikes who attempt to run you over. They must be knocked off their bikes by using a flying kick. Each time you are run over, you lose a small amount of your energy. Once all four are subdued, you are attacked by a bunch of unarmed Hell's Angels. As you gradually bump off each of the Hell's Angels, their leader appears, and he certainly takes a lot of beating.

Level 3: Sleezy Street Scene. The fights that occur here take place in the sleezy downtown streets, where gangs of female maurauders hang out. These crazed women are armed with extremely lethal looking clubs and whips. When a number of these nasty ladies are defeated, their leader, 'Big Bad Bertha', is brought onto the scene.

Level 4: End Street. This and the next level have got to be the hardest levels of all. The level comprises of a number of razor wielding thugs. Be extremely careful with these guys, one touch from their sharp blades is fatal. The thugs also have a unique attack strategy, they come at you from behind — so always watch your back.

Level 5: Interior. Defeat of all the characters in the last level only results in more fighting with the same gang.

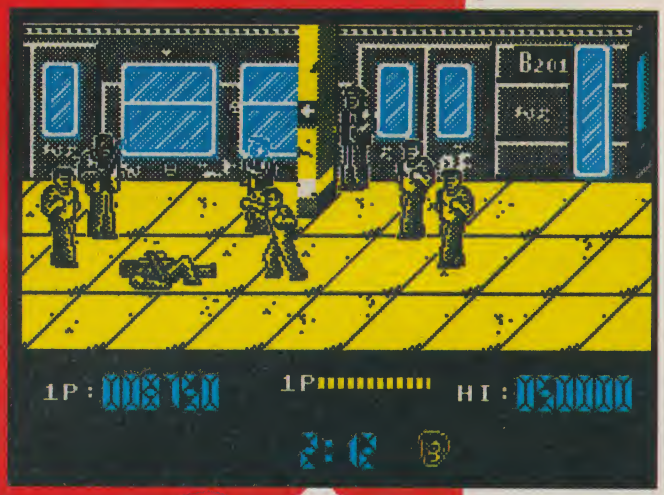
Completion of this last level will ensure that you keep your date with Lucy.

Graphics are excellent, colours are widely and wildly used. The sound, or should I say music, is very good, too.

Apart from the loading procedures and also the tedious character control the game is superb value for money and will give your hours of knucklebusting fun.

All of you ST and Amstrad users will be glad to hear that the versions for your computers are well above average and well worth spending all your hard earned pocket money on. Any of you who are Spectrum or C64 owners will, I'm afraid, have to see the game for yourself, just so you can make your own opinions about the game.

Playability on all versions is excellent and animation on all characters is very smooth. The C64 version, I thought, could have been a lot better. The Imagine team has a lot to answer for. Looking back at their earlier games, it makes me wonder if *Renegade* was a rush job. The Spectrum version uses all its capabilities, and produces a pretty good conversion. Graphics and colour are well used throughout the game, it's a pity that the sound was not used the same way. The Amstrad version has been programmed well and looks as if quite a bit of time has been spent on its production.



- GRAPHICS 9
- SOUND 8
- VALUE 9
- PLAYABILITY 7

C+VG HIT!

QuickShot®
JOYSTICKS

ONE THING
MAKES THEM BETTER THAN THE REST....

Performance

SPECTRAVIDEO LTD. 165 Garth Road, Morden, Surrey SM4 4LH, England. Telephone: 01-330 0101 (10 lines)

C+VG

10

Sidewalk

► MACHINE: PC, AMSTRAD CPC, ATARI ST
► SUPPLIER: INFOGRAMES
► PRICE: PC – £24.95; ST – £19.95; CPC – £9.95 (TAPE), £14.95 (DISK)
► VERSION TESTED: ATARI ST
► REVIEWER: DAVID

A number of abortive attempts have been made to convert a comic strip into a successful game.

At last, however, a game has emerged with the graphical feel of a comic book, but with the added flexibility offered by bringing the characters to life on the screen.

The game, called *Sidewalk*, is published by the French software house Infogrames, and features a scruffy little character – namely you.

Unfortunately someone has stolen your pushbike, dismantled it, and hidden each of the parts in a different location in and around the back streets of Paris. Some parts are just lying around waiting to be found, others are now the prize possessions of various characters you may meet on your travels.

The game starts in mid-afternoon, and you've only got until 7.30pm to find all the bits to your bike, re-assemble them, and get to your girlfriends in time to take her to the concert this evening. If you're late, she'll go with that wally, John, from round the corner... oh, and don't forget to pick up a couple of tickets for the concert or she'll be really peeved.

Sidewalk is essentially a joystick/icon controlled adventure with arcade combat bits thrown in for good measure. The game screen is split into six rectangles, three along the top and three along the bottom half of the screen.

The top half of the screen is where you see the comic unfold. On the extreme left you can see yourself in various states, ranging from good health to dead, via knocked almost senseless but still kicking.

The right hand window shows any characters you may meet, and is also used to show your health, represented by a pint glass containing an ever decreasing quantity of beer... regular visits to the bar are highly recommended, especially as the beer's free.

The central window is used for movement and combat. In each location you can move across from left to right, or turn to face and/or move in another direction, all under joystick control.

Ranged along the centre of the screen are three icons which allow you to interact with other characters. These let you ask questions, fight or run away. Underneath these icons is the message area, in which conversations are displayed.

At the bottom of the screen are your inventory (what bits of your bike you've already recovered), plus windows showing cash, and any spanners (needed to re-assemble your bike), tickets, etc, you may have picked up along the way.

As the game unfolds, various other graphical or text windows are overlayed on the screen. These either show you running away, drinking, or give information on the character you have just met. It's important to know, for example, that the guy you were contemplating beating up is, in fact, a 19 stone, ex-Sumo wrestler!

Certain individuals must be persuaded it's in their better interests to part with their parts, or they'll get their blocks knocked off!

Although the control mechanism of *Sidewalk* takes a lot of getting used to, the single colour graphics are superb, perfectly capturing the spirit of the game. There are enough problems to keep the average adventurer happy, although this is by no means a game for the adventure purist... for example, the icon driven interaction system does away with the need for any text input.

Sidewalk is a strange mixture of adventure and arcade, with stunning graphics, a novel, and sometimes annoying, control mechanism, and the kind of humour and feel that will appeal to comic buffs, who may finally be persuaded that comics and computer games can be combined to provide a piece of genuine entertainment.

► GRAPHICS	10
► SOUND	n/a
► VALUE	9
► PLAYABILITY	7

C+VG HIT!

Anarchy

► MACHINE: C64/128
► SUPPLIER: HEWSON/RACK-IT
► PRICE: £2.99
► REVIEWER: TIM

Commodore owners haven't been forgotten in Hewson's big budget drive. *Anarchy* is a tank based blaster which could prove to be a minor hit.

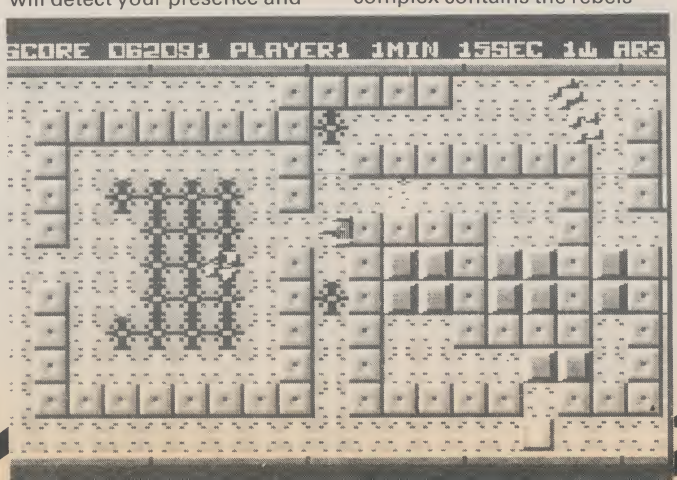
Your mission is to break into the security complex where the rebels' weapons and explosives are stored and destroy the entire supply thus rendering the rebels without weapons and making them harmless.

In the complex, drive your A.C.E. MK2 Interceptor unit to destroy all the weapons containers but at the same time, you must avoid the security guard droids as they are deadly to touch.

When all of the containers have been destroyed the building's security system will collapse and the airlocked exit will open allowing you to escape deeper into the complex.

There is a time limit of about two minutes to complete the mission in each building otherwise the security system will detect your presence and drain all oxygen from the building.

Every fifth building within the complex contains the rebels' nuclear weapons. These buildings are guarded by a special droid which senses the presence of an intruder.



The key to success is learning the best route around the maze like buildings and being in the right location reveals the exit.

The defending droids home in on the exit once it's opened — so it's well crucial to be near when it opens and be ready for a quick dash to the next level.

You also have to be a square-width distance away from the stuff you want to blast and some buildings are seemingly impossible to destroy — and remember time is running out all the time! Experience will soon help you beat up the mazes.

Anarchy is a well put together game — which would outlast the regular budget offerings in the playability stakes.

► GRAPHICS	7
► SOUND	7
► VALUE	8
► PLAYABILITY	7

Maniac Mansion

- MACHINES: C64
- SUPPLIER: ACTIVISION/ LUCASFILM
- PRICE: £9.95 (tape) £14.99 (disk)
- VERSION TESTED: C64 disk
- REVIEWER: TIM

This is simply brilliant. A teen-schlock horror movie on computer! Lucasfilm has taken the graphic adventure format first seen in *Labyrinth*, tweaked it a bit and come up with an extremely entertaining and easy to play adventure.

Not an adventure for purists though, that's why we're reviewing it outside the regular adventure section. For a start it doesn't require any text input from the player — just simple icon selected actions. You simply select actions from a text menu at the bottom of the screen.

But enough of this technical stuff — on with the senario which comes right out of a Hollywood B-movie. There's a weird mansion, a mad scientist, strange monsters and a bunch of clean-cut, all-American high school kids.

There are strange people living in *Maniac Mansion*. a Dr Fred, a mad scientist; Nurse Edna, a former health care professional whose hobbies would make a sailor blush; Weird Ed, a teenage commando with a hammer fetish; and then there's Dead Cousin Ted, and the Tentacle, and somebody — or something — *else*. . . . And what's a sweet young cheerleader named Sandy doing in Dr Fred's basement?

Your goal is to direct a team of three local teenagers — incuding Sandy's boyfriend Dave — through the mansion to rescue Sandy. As you explore, you'll meet all the strange inhabitants of the mansion, and you'll discover Dr Fred's ambition to control the world — one teenager at a time.

You'll find that each of the seven teenagers you can choose from has special skills, talents and weaknesses. And each of the crazy occupants of the mansion has goals and desires that can help or hinder your team, depending on how you handle them.

The story — and your approach to rescuing Sandy — will be different depending on which kids you choose and how you interact with the people and things inside the mansion itself.

Each of the possible stories in *Maniac Mansion* is really a large, complex puzzle made up of scores of smaller puzzles. From time to time, movie-like "outscenes" reveal clues about the story and what's going on elsewhere.

As you discover the smaller puzzles that make up each story line, you'll find that most will have to be solved in a certain order.

You select your team at the start of the game using the cursor. As you move it over their happy smiling faces a few words about them appear at the top of the screen. Once you've got your team together a little introduction "scene" is acted out on screen before you get the chance to take control.

And you take control by using the cursor to create commands from the text menu at the bottom of the screen. But let's take a look at what you see on screen.

- **The Message Line** is the line at the very top of the screen. Words spoken by any of the characters appear on this line.
- **The Animation Window** is the largest part of the screen where the animated world of the mansion is displayed. It shows the "camera's eye view" of the room that the currently active character is in.
- **The Sentence Line** is directly below the Animation Window. You use this line to construct sentences that tell the characters what to do. A sentence consists of a *verb* (action word) and one or two *nouns* (objects). An example of a sentence that you might construct on the Sentence Line is "Unlock door with key". Connecting words like "with" will be put in automatically by the program.
- **Verbs** must be selected from the groups of words in the columns below the Sentence Line. You will always be able to see all the verbs used in the game — they will not change as the game progresses. To select a verb, position the cursor over the word and click.
- **The Inventory** is the area below the verbs. Each character on your team has his or her own inventory. It is empty at the beginning of the game; the name of an object is added to a character's inventory when the character picks the object up during game play.

Putting the commands together is simplicity itself. None of this "You Can't Do That" business. Just move the cursor on to the command you want in the menu and hit the joystick firebutton.

As you explore you'll come across objects which your characters can collect. These are added to the text menu as an inventory. You'll need all sorts of odd things!

You can select objects by placing the cursor over them in the animation / play area window or from the test menu.

That way you discover more about the location your character is exploring. Some rooms you enter will be dark — so find a flashlight or "feel around" with the cursor to see if you can discover a light switch.

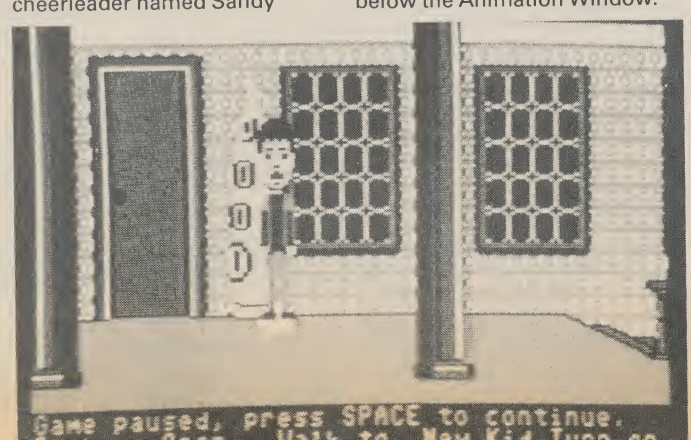
Using the flashlight simply shows up a small area of the room you're in — a really nice touch this.

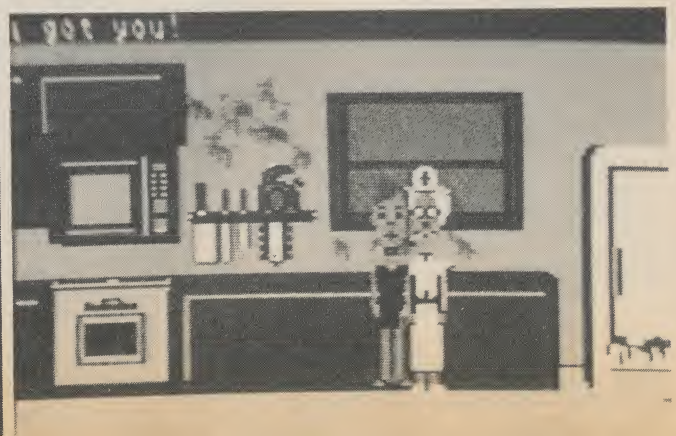
There's lots to do and the game IS different every time you play — you can depend on the lastability of this one.

A FUN adventure with original feel. Great graphics, good sound effects, nice animation and on top of all that it's totally addictive!

So if you want to get into love, lust, purple slime, medical experiments, electric cattle prods and radiation suits, pick up a copy of *Maniac Mansion* — you won't regret it.

▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	9
▶ PLAYABILITY	9





SIDEWIZE

Sidewize...the ultimate shoot-em-up...incredible weapon pick-up systems...awe-inspiring arcade action..."Sidewize is the slickest, no-messing shootout in a long, long time" wrote Sinclair User...don't mess with the others, try messing with Sidewize.

Firebird Mail Order
PO Box 394
London
N3 0QH
Telephone Hotline
01 348 8618

SINCLAIR USER CLASSIC SINCLAIR USER

Firebird is a Registered Trademark of British Telecommunications plc.

FIREBIRD

Firebird Software
First Floor, 64-76 New Oxford St.
London WC1A 1PS

SPECTRUM CASSETTE
£7.95
COMMODORE CASSETTE
£8.95
COMMODORE DISK
£12.95

Water Ski-ing

► MACHINE: AMSTRAD
► SUPPLIER: INFOGRAMES
► PRICE: £9.95 (tape) £14.95 (disc)
► REVIEWER: PAUL

Sometime back, Irish software house New Concepts had a plan to bring out a water ski-ing game which would come with two small plastic skis. These would be placed over the computer's keyboard. By putting your fingers on the skis you control the action on the screen. I actually saw the skis, but as far as I know the game never materialised.

No such gimmicks with *Championship Water Ski-ing*. Everything is joystick or keyboard controlled.

The game looks good, sounds good, but, unfortunately, doesn't play so well. It lacks that vital ingredient that keeps you coming back for more.

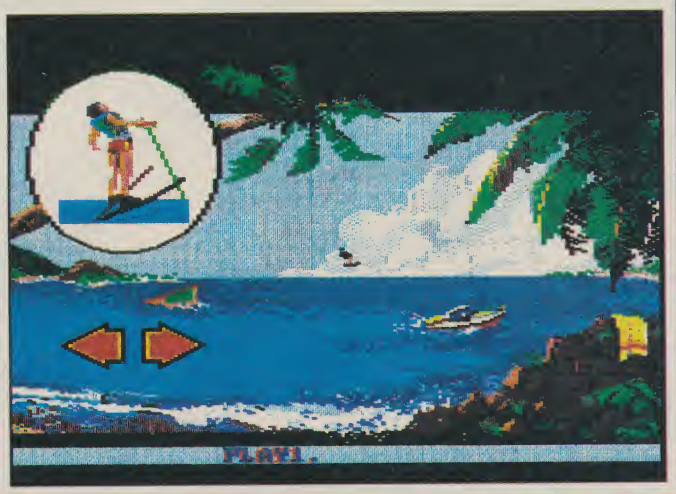
The graphics are very nice. I quite like the technique of overlaying different views of the action on each other. It worked very well with Infogrames' *Passengers on the Wind* adventure but, for what is basically an action game, it can be a little confusing.

So what do you get? You a have choice of taking what is called The All-Round Test, which covers three events, the jump, freestyle and the slalom, or you can undertake each event individually.

The first — and my favourite — is the jump. It's divided into the approach to the jump, the jump, and the landing.

The first screen shows a big view of the ramp. Top left is bubble which shows the skier. Hitting the fire button sets him off. He must hit the ramp correctly, of course. This is fairly easy to do.

Once airborne, the screen changes to a more distant view of the jump. The bubble shows a close-up of the skier. By using the joystick you can stop him



Pirates!

► MACHINE: C64
► SUPPLIER: MICROPROSE
► PRICE: £14.95 (TAPE), £19.95 (DISC)
► VERSION REVIEWED: C64 DISC
► REVIEWER: TIM

Shiver me timbers! Another pirate's game? Let's run out the Jolly Roger and take a trip on the high seas with those old sea dogs Microprose. It's tough to know where to start — the game is so large, but here goes anyway . . .

It has to be said straight off that *Pirates!* is nothing, I repeat, nothing like *Pirates of the Barbary Coast* from Cascade — for a start it's easier to get into, and a whole lot more fun to play.

Pirates! is a time-consuming game — so you'll have to set aside a day or so to play it — fortunately there's a save game facility, so you can keep your swashbuckling hero safely on tape or disc.

You can keep your character created by experiences battling vicious pirate captains, sea battles, quests for pirate treasure, searches for long-lost relatives and so on.

As you can see, there's lots to this sprawling action-adventure game.

You can choose to be a goodie-goodie, allying yourself with one or other of the "super-powers" who ruled the Caribbean in the 16th and 17th centuries — England, France, Spain or Holland. Or, you can simply become an out and out buccaneer — attacking everyone and anything for a fast buck and a few thrills.

Quite how historically accurate the game is I don't know — but you get a fascinating handbook with the game package which outlines the background to the period, the ships that were sailing the waters around the West Indies between 1560 and 1700.

That's yet another nice feature of the game, you can join one of the famous historical explorations or war campaigns and try your hand at repeating — or altering — events.

The game itself consists of

Pirates!

ng falling backwards or forwards. Get the balance right and he makes a successful landing.

The freestyle event takes place over two courses which both last 20 seconds. The view of the skier is far from the back of the towing boat. Points are awarded for perfecting various turns, from 90 degree turn (a side-slip) right through to a 540 degree turn (that's one and a half turns).

The final event is the slalom. The skier is towed over the course and must ski round buoys.

Championship Water Skiing is a nice try at capturing the sport but more excitement is needed.

- ▶ GRAPHICS 9
- ▶ SOUND 8
- ▶ VALUE 7
- ▶ PLAYABILITY 6

several adventure style and arcade scenarious. There are screens where you can select various options from various menus which affect the action.

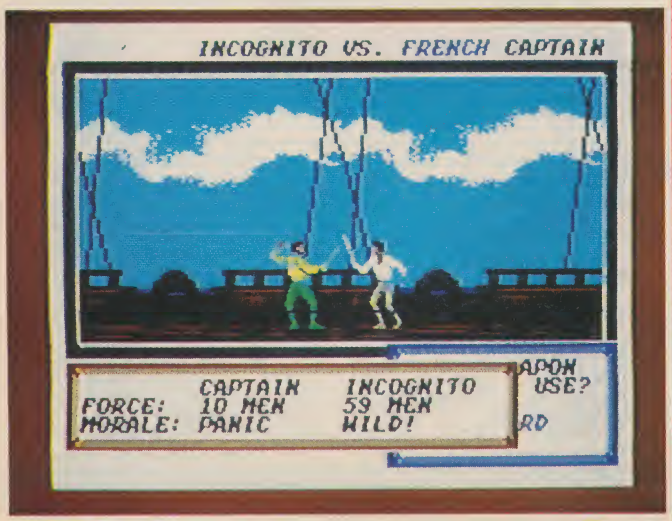
The best way to get into the game is to simply select the pre-defined options and get stuck in at apprentice level. This way you get to learn the mechanics of the game while having a good time and not getting too frustrated each time you get thrown into jail.

The arcade style section includes sea battles, attacks on ports from the sea and on land with bands of your pirate crew and the one on one swordfighting combat with pirate leaders or ship captains.

Pirates! is an impressive and absorbing game — one for those of you who enjoy getting all wrapped up in a strategy-style role-playing game with enough action to appeal to the arcadester.

- ▶ GRAPHICS 8
- ▶ SOUND 6
- ▶ VALUE 9
- ▶ PLAYABILITY 9

C+VG HIT!



Pirates!

REVIEWS 13 C+VG

- ▶ MACHINE: C64/128
- ▶ SUPPLIER: ASL
- ▶ PRICE: £9.95 (TAPE), £14.95 (DISC)
- ▶ REVIEWER: TIM

Graham Gooch's Cricket

If you think you could do better than the England Test side then try your luck with Audiogenic's revamped Graham Gooch cricket game. This new version of the only really GOOD cricket simulation features a few new tweaks – but retains the graphic/game presentation of the original game.

You can either play a genuine cricket simulation or simply go for a quick-fire arcade cricket game – bowling and batting. There's also a neat two player option – take on your mates and beat them soundly!

There are nine different test sides featured in the game, Australia, New Zealand, Pakistan, India, Sri Lanka, a World XI, an All Star XI and England, of course. Each has updated teams. You can also input your own team if you want.

You can play a Test Match proper, get into limited over games, or simply practice batting and bowling.

There are Test Match Special TV style game statistics which appear after each over, or each innings and you can even call up an "action replay" of a spectacular catch or such like.

I found myself getting out much too quickly for my own liking – maybe this IS like the real England test side though! The animation and new digitised speech – cries of howzat! – are pretty good – although I'd like a better representation of the on-going score as you play rather than the small white numerals at the bottom left hand side of the screen.

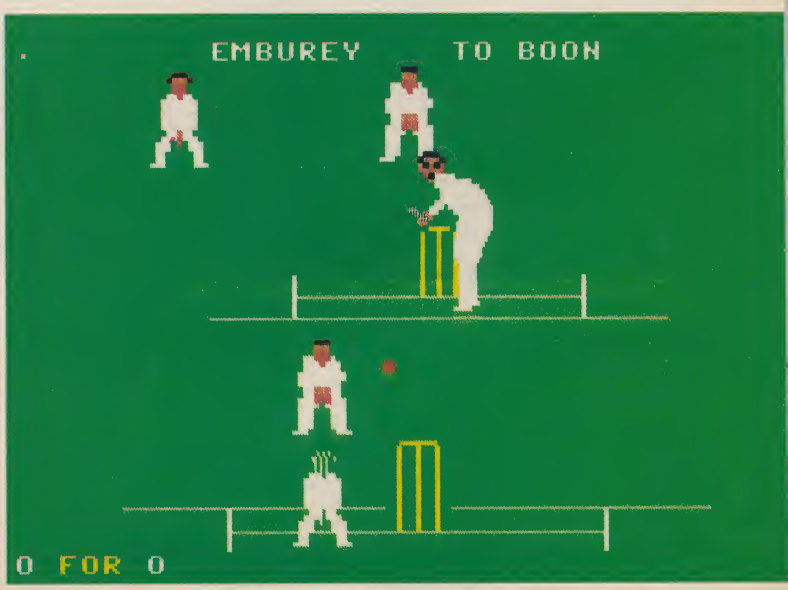
It's nice to be able to put together the all-star teams with ace cricketers from the past and present.

The blurb that comes with the game says that you don't need to be into cricket to enjoy the computer version – but I reckon that the opposite is the case. To get the most out of this sports-simulation you DO need to know about the game — even if it's just to be able to identify the names of the players. Otherwise you might just get a bit bored with proceedings on the screen — bit like watching Test Match Special.

Graphics could be better — and Audiogenic should have taken the chance to add a few more sound effects to improve the presentation even further. How about an enhanced ST or Amiga version Mr Audiogenic? That could be pretty special . . .

GG's Cricket is still the best adaptation of the game for computer – so if you're a flannelled fool, or just a would-be Botham, check out this remixed version of the game.

- ▶ GRAPHICS 7
- ▶ SOUND 7
- ▶ VALUE 7
- ▶ PLAYABILITY 7



The big event of 1987...

Atari User Christmas Show

Organised by
Database Exhibitions

Champagne Suite, Novotel, Hammersmith, London W6

10am-6pm Friday November 20
10am-6pm Saturday November 21
10am-4pm Sunday November 22

The record-breaking Atari User Show is back – with three action-packed days devoted to the ever-expanding Atari market.

- ★ **Try out the very latest UK and US 8-bit software**
- ★ **See the full ST range, including the new mega-ST**
- ★ **Snap up the never-to-be-repeated bargains**
- ★ **Expand your system with powerful new add-ons**
- ★ **Get helpful advice from *Atari User's* own experts**
- ★ **Experience the fascinating world of communications**

. . . and much, much more!

This is the one show you mustn't miss!

Send for your advance tickets now – and SAVE £1 a head!

Advance ticket order

Post to: Atari User Christmas Show Tickets, Europa House, 68 Chester Road,Hazel Grove, Stockport SK7 5NY.

Please supply:

☐ Adult tickets at £2 (save £1)..... £ ——

☐ Under-16s tickets at £1 (save £1)..... £ ——

Total £ ——

☐ Cheque enclosed made payable to Database Publications Ltd.

☐ Please debit my credit card account

Access Visa ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Admission at door £3 (adults), £2 (under 16s)

ATARI USER CHRISTMAS SHOW

Champagne Suite, Novotel, Hammersmith, London W6. November 20-22, 1987

Name.....

Address.....

.....

.....Signed.....

PHONE ORDERS: Ring Show Hotline: 061-480 0171
PRESTEL ORDERS: KEY *89, THEN 614568383
MICROLINK ORDERS: MAILBOX 72:MAG001
Please quote credit card number and full address + address

A159

Moebius

- MACHINE: C64
- SUPPLIER: ORIGIN SYSTEMS/MICROPROSE
- PRICE: £19.95
- REVIEWER: WAYNE

When I opened *Moebius*, I liked what I saw. There were two disks, a reference sheet and a free oriental headband! Some blurb on the box told me that the game was a combination of both an adventure and an arcade, with a healthy dose of fantasy role-playing thrown in.

I eagerly got involved and found out that you play the part of the newest disciple under instruction from Moebius, the Windwalker. He tells you that the Orb of Celestial Harmony has been stolen by the forces of evil and this has caused turmoil on the planet. Earthquakes, droughts and other natural disasters are now commonplace. It is your job to get it back and set the world to rights.

However, before you go off merrily Bruce Lee-ing through the countryside, you have to prove yourself in all the three styles of combat: swordfighting, barehands and the mental prowess of Divination.

The training mode is very easy indeed. Even an incompetent like me got through it without much trouble.

I liked the choice of keys available for these tests, they made it that much easier to control your character's actions. You can select up to nine speeds in training combat mode, one being freeze frame speed, nine being real life.

At any one time you can train up to as many as three characters, one after each other. These "extras" are very helpful in your progression through training.

Once over the training hurdle, you then set off on your mission. This is where the adventure/fantasy role-playing comes into it. You have to search around an island for the orb and this involves going through jungle and other vegetable-covered terrain.

You meet various folk, from goody goodies who will either help you or follow you, to rebel palace guards who will confront you and attack without hesitation. I found this to be one of the low points of the game.

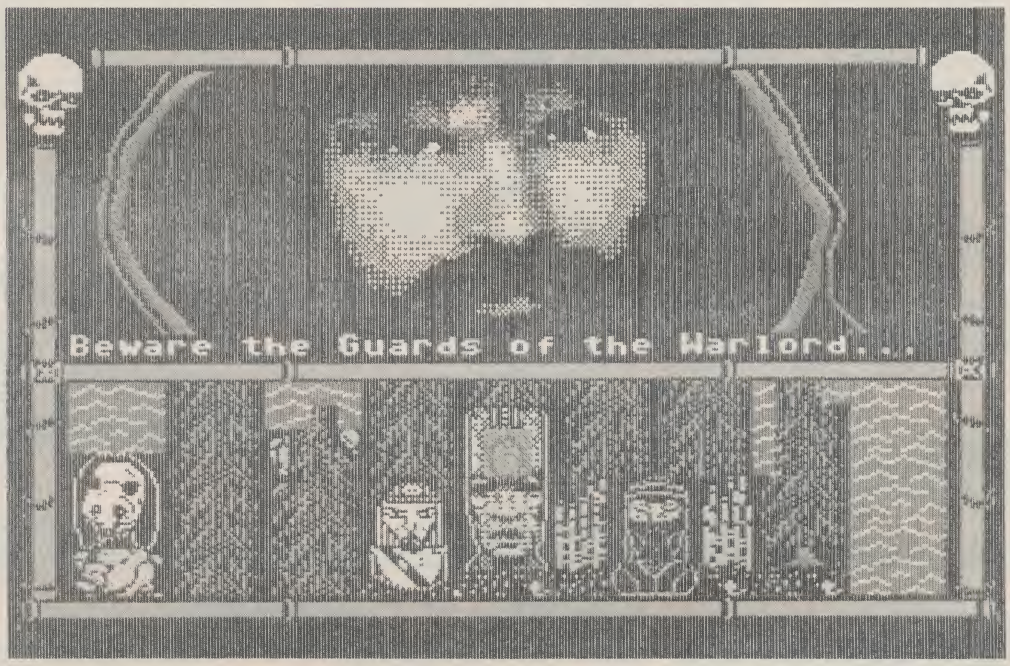
You see, in certain places the guards turn up in abundance and it takes so long to actually jump from the adventure screen to the combat screen, you are left waiting about twiddling your thumbs for ages.

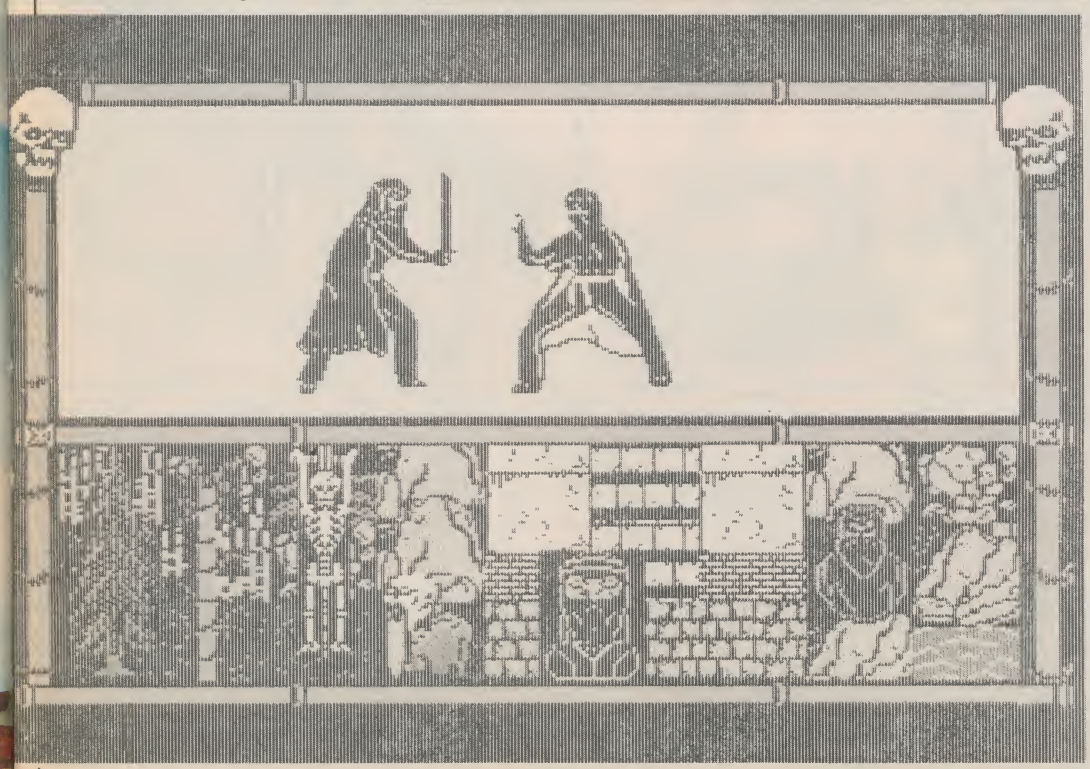
Even for the Commodore, the jump is very slow indeed.

Once you get into combat with the guards, you have to fight them barehanded — until you obtain a weapon — whilst they wield swords. I found them easy to defeat.

All you had to do was keep kicking and punching low and they collapse. It got quite repetitive and my enthusiasm was waining.

For each guard you defeat you may get an item you can use, be it a torch or a hammer plus some experience points. These points enable you to get better at skills such as listening out for your opponents. These skills are measures in levels and the higher you get the better your skills are.





The game continues on this basis as you plough through the levels of Earth, Air, Fire and Water, defeating ninjas, guards and other random encounters alike until you recover the orb.

The game has lots of other gimmicks including the abilities to cast spells (two systems), read magic maps, throw shurikens and encounter wild animals.

When I finished playing this game for the last time, I examined the blurb on the box once again. It claims 50-100 hours of playing time. I can believe it. The only trouble is that you are going to spend half of it hanging about waiting for something to happen when you should be in combat! *Moebius* is worth a look — if you can afford it.

- GRAPHICS 7
- SOUND 5
- VALUE 7
- PLAYABILITY 7

Barbarian

REVIEWS

C+VG

15

► MACHINE: ATARI ST
► SUPPLIER: PALACE
► PRICE: £24.95
► VERSION TESTED:
► REVIEWER: DAVID

The ST conversion of Palace's successful hack 'n' slash combat game, *Barbarian*, has just hit the streets, except those in Germany, that is — where, we're told, the game glorifies violence and would constitute an undesirable influence on the country's youth.

Personally, I just think German gamesters are missing out on a stonking good game and that's all there is to it!

And what a good job programmer Gary Thomson, and sound wiz Richard Joseph have done, converting Steve Brown's original eight-bit hit, into a sure-fire winner for the ST, and soon for the Amiga.

Barbarian ST has all the finesse and delicacy of the original. You know the kind of thing — lots of hacking, and I don't mean the software kind, spurting blood and decapitation.

The soundtrack is superb with digitised effects, such as a metallic claang, when sword meets sword, which almost makes the joystick vibrate in your hand.

The same batch of combat controls are here, including head butt, flying neck chop and the evil web of death.

The blood runs freely, amidst grunts and groans and swishes as a sword flies just past your left ear.

But, if you're not quite ready for the real thing, there's always the practice arena, where you can brush up on your swordsmanship without the inconvenience of an opponent trying to kill you.

Miss it at your peril, and watch out for the football playing orc — he's a star!

► GRAPHICS 9
► SOUND 10
► VALUE 9
► PLAYABILITY 9

C+VG HIT!

Backlash

► MACHINE: ATARI ST
► SUPPLIER: NOVAGEN
► PRICE: £19.95
► VERSION TESTED:
► REVIEWER: DAVID

To date, Novagen have only released two games, *Encounter* in 1984 and *Mercenary* in November 1985. In July 1986, *The Second City* was released, giving *Mercenary* addicts another city to explore.

Such was the success of *Mercenary* and *Second City*, that there are now 56 foreign language or machine versions of the two original products.

It comes as no surprise to learn that *Mercenary II* is on the way. Known as *Damocles*, it is set in an imaginary solar system with nine planets and 11 moons, the game features filled and shaded graphics showing the light and dark sides of each planet.

This space arena provides the backdrop to a scenario in which your task is to avert the comet Damocles from collision with the system's fifth planet.

Damocles is being programmed on the Atari ST and should be available early in the New Year.

Luckily for us, Novagen's wizard programmer, Paul Woakes, has found time to produce *Backlash*, a full-blooded, no-nonsense blaster.

Obviously inspired by his earlier game, *Encounter*, Woakes has decided to forsake the complex strategy of *Mercenary*, to concentrate on moving as many solid objects in free space, as the ST will allow, purely and simply so you can have the pleasure of blasting them off the screen.

For once, a company has had the guts to publish a game with no pretentious scenario on the cover. Instead, this is printed:

● *Backlash* is a fast-action arcade game
● Objective is high score
● Radar sights head up display shows enemy locations
● Action is continuous with increasing difficulty
● Five lives to start. Extra life awarded every 10,000 points.

And that pretty well sums up the game, except to say that it is one of the fatest, most playable arcade games EVER!

Set on a flat grey plain, over which you can move in any direction, *Backlash* puts you at the controls of whatever vehicle you care to imagine. All you can do, in said vehicle, is move in any direction over the plane, and shoot straight ahead of you.

Your view is a full screen, head-up *Battlezone*-type display. A simple radar display is overlayed in the centre of the screen.

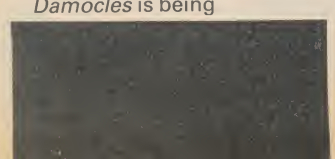
On it can be seen the enemy — anything that moves — in white, and their fire — anything that moves even faster — shown in red.

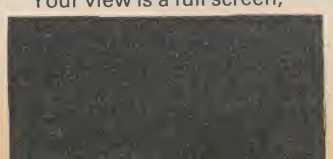
The only other things to clutter up the screen are the score and high-score displays in the top left- and right-hand corners respectively.

If you have an ST and you like shooting things, then buy *Backlash*. It's that simple.

► GRAPHICS 10
► SOUND 9
► VALUE 10
► PLAYABILITY 10

C+VG HIT!



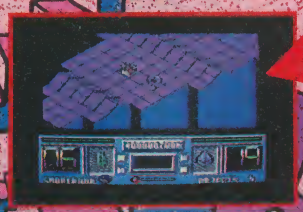


RED L.E.D.

RED L.E.D. IS A CHALLENGE NOT TO BE MISSED. — COMMODORE USER

"GO OUT AND GET THIS GAME — IT'S SOMETHING REALLY SPECIAL!" — JULIAN RIGNALL: ZAPP 64

C.U. Screen Star



REAL ARCADE ACTION AT ITS BEST!

The year is 2379: Earth's vast resources are finally running out (again!). You must bridge the path to the much needed matter supplies, using three ZMX all-purpose battle-droids to link up the vital cosmic-interlace grid.

SPECIAL FEATURES:

- Full 3D smooth scrolling action
- 37 different landscapes
- Bonus levels, teleport pads and enemy generators
- Graphics by Pete James
- Sound FX by Tony Crowther.

STARLIGHT SOFTWARE

C64/128 cass £9.99 C64/128 disk £12.99 AMSTRAD cass £9.99 AMSTRAD disk £14.99 SPECTRUM £8.99

MARKETED BY ARIOLASOFT

GET TO GRIPS WITH A

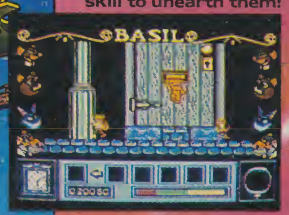
CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.99

DEFLEKTOR

No heroes. No Foe. Only pure skill and technology as you guide your lazer beams through a sea of danger, a pyramid of obstacles reflect it from mirrors, bounce it off walls, deflect it through lenses, ever calculating the angles, carefully judging it's path towards the home receiver and then.....another 59 levels of frustration and mind boggling intrigue. Addictive. Compulsive. Only for those who can withstand defeat.

BASIL THE GREAT MOUSE DETECTIVE

From the basement of 221b Baker Street, Basil and his faithful bloodhound Toby venture forward in search of the dastardly Ratigans hideout where poor Dr. Dawson is held against his will. What clues do they uncover amongst London's famous landmarks? What disguises do they adopt in moving around the rodent underworld? It's elementary my dear enthusiast, the answers are in the game. The question is do you have the skill to unearth them!



CBM 64/128
£9.99 C
£14.99 D
AMSTRAD
£9.99 C
£14.99 D
SPECTRUM
£7.99 C

IT'S A SHATTERING EXP

Gremlin Graphics Software Ltd., Alpha House,
10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423

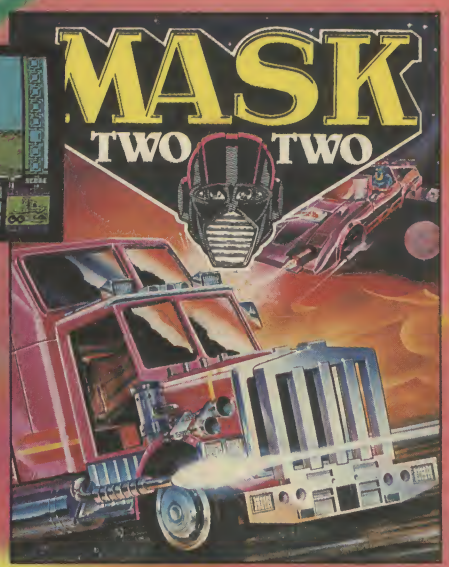
H A GREMLIN GAME!!

CBM 64/128
£9.99C £14.99 D

AMSTRAD
£9.99 C £14.99 D

SPECTRUM
£7.99 C

MSX
£9.99 C



MASK II

Action packed adventure of the heroic Mask team in more danger filled missions against the evil forces of Venom. Man and machine in valiant defence of the world and it's treasures. An exhilarating challenge to all gamers whatever their interests.

TOUR DE FORCE

From the instant the starter shouts "Gentlemen start your pedals" to the last gruelling moments, you'll be banging heads with five of the meanest, toughest bikers to ever pump pedals. And if that's not enough the course is something special too:- Potholes, Manholes, Cakeholes, Aceholes, Bolders, Skunks, Snakes, Chasms, Oilslicks, Icepatches, Bridges, Bear traps and much more. So climb aboard your Velo Mark IV and set off in pursuit of that coveted Yellow Jersey and experience the agony and ecstasy of international cycling as it really happens.

CBM 64/128
£9.99 C
£14.99 D

AMSTRAD
£9.99 C £14.99 D

SPECTRUM £7.99 C

ATARI ST
£19.99

PERIENCE

GREMLIN

Evening Star

► MACHINES: AMSTRAD/ SPECTRUM/CBM 64/BBC B/ACORN ELECTRON
► PRICE:
► VERSION TESTED: SPECTRUM/ AMSTRAD/CBM 64
► REVIEWER: PAUL

The mere mention of a steam train can have a curious effect on seemingly normal people. Their eyes glaze over and a tear of nostalgia can sometimes be glimpsed.

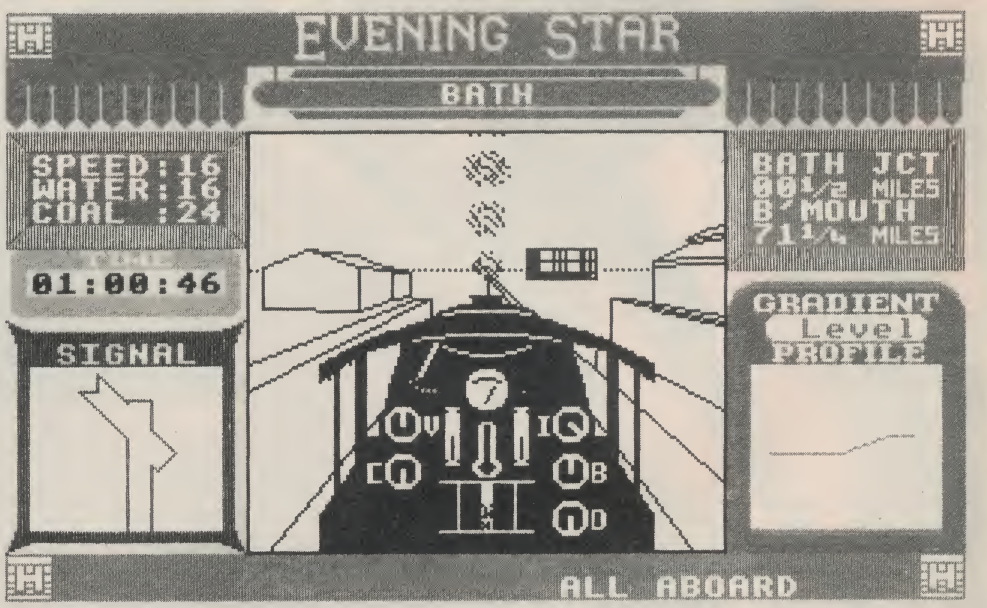
I've never quite understood it myself. The same as I can't quite understand the strange urge which forces people to stand for hours on station platforms train spotting. Is it a healthy way to spend your time, I ask myself?

For me, it's the age of the train which causes British Rail to make the going grate. Adding soot and steam to the misery of train travel would be too much.

But not for a vast number of people. And it's with these people Hewson appears to be onto a nice little earner with its steam train simulations. Witness the success of *Southern Belle*.

Now Hewson is trying its luck again with *Evening Star* which recreates the journey on the Somerset and Dorset line between Bournemouth and Bath.

And, no doubt, it will be just as successful as *Southern Belle*.



Yogi Bear

► MACHINES: CBM 64/ SPECTRUM/AMSTRAD
► SUPPLIER: PIRANHA
► PRICE: £9.95 cassette/£14.95 disk
► VERSION TESTED: CBM 64
► REVIEWER: PAUL

"Hey, Yogi, how come you're the star of a computer game?"

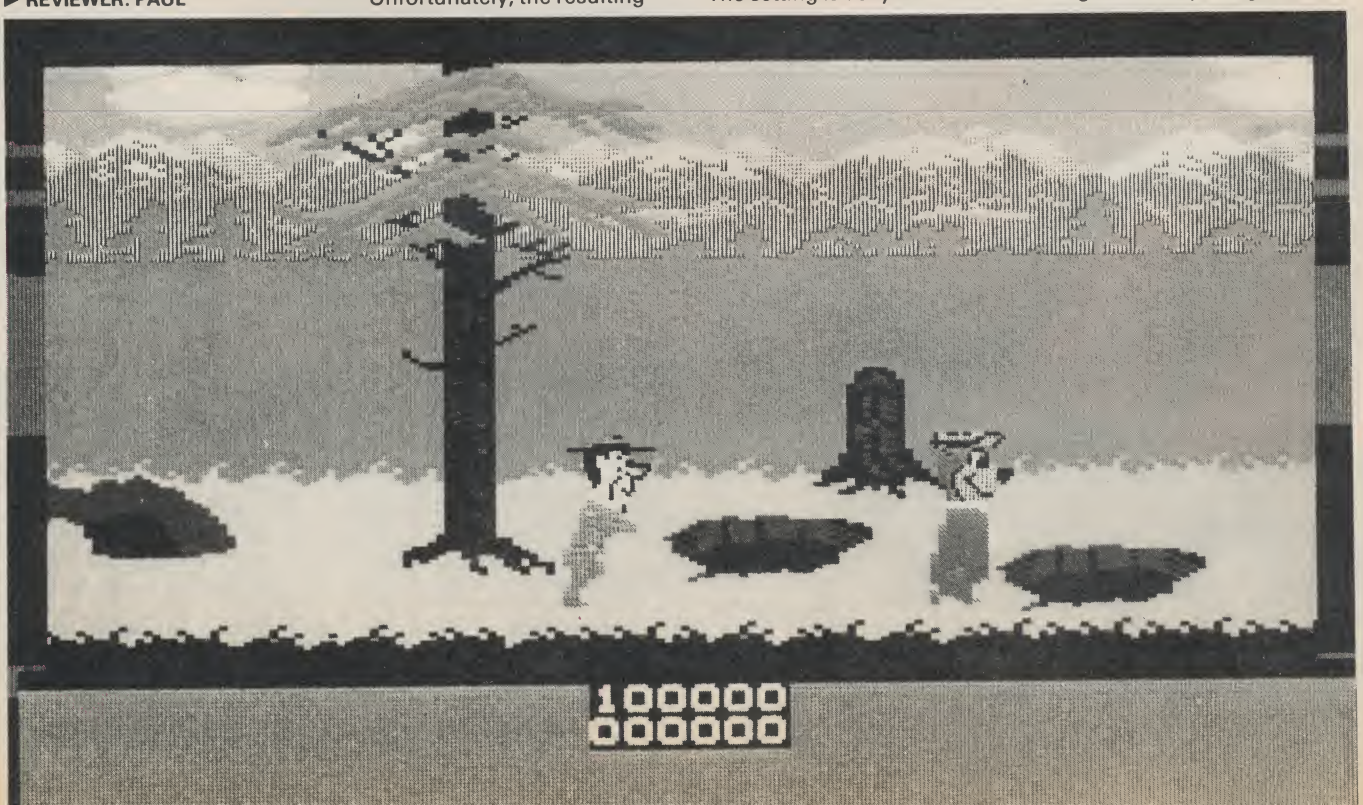
"That's easy, Boo Boo. It's because I'm smarter than the average bear."

Unfortunately, the resulting game isn't smarter than the average game. It's a simple left to right scrolling effort which lacked any immediate hookability to keep me playing.

The setting is Jellystone Park where Yogi, his little bear pal, Boo Boo, and of course, Ranger Smith, have lived a hectic existence for years.

Well, things have never been this grim. Boo Boo has been bearnapped, kidnapped or stolen, by a hunter and is about to be sold to a circus. He's being held captive in the hunter's cabin somewhere in Jellystone Park.

Yogi is, not suprisingly a little



The Evening Star was apparently one of the most powerful steam locomotives to run in Britain. It was, according to Hewson, one of the "legendary" BR9F class.

Well this simulation allows you quite a few types of journeys over the same seventy miles of track. There's the training run, local non-stop run, local stopping run, full line stopping run to Bournemouth, record attempt run and a chance to drive the "Pines Express" whatever that is. There's also a demo which allows you to sit back and enjoy the journey.

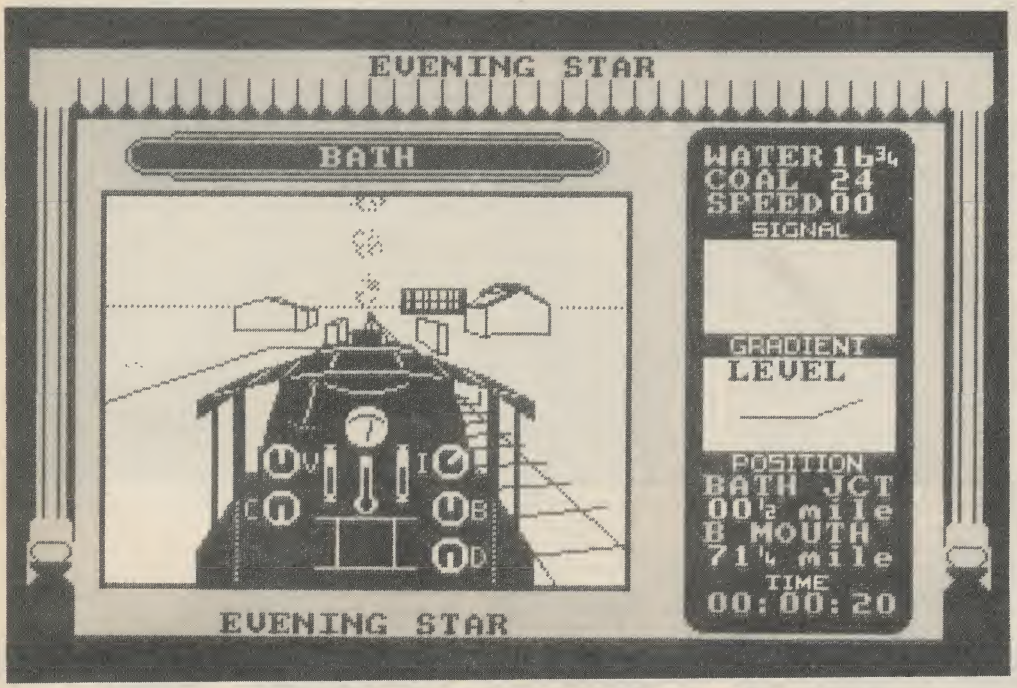
The screen layout is very much the same as *Southern Belle*, the large part being taken up with the view of the cab, controls and line ahead. A section on the right contains messages about signals, speed and information about coal and water.

The loco is controlled from the keyboard and the number of keys involved is great. Realistic but a little confusing.

Trains may seem a little tame in the simulation stakes when you think of others around. Don't you believe it. You can still come a cropper by de-railing the train by going too fast or hitting the buffers. There's also the chance of colliding with other trains.

So, to sum up. If you bought *Southern Belle* and liked it, then you'll need no urging to buy *Evening Star*. If you like trains or ever wanted to be a train driver, check this simulation out.

Me? Well, I'll stick to the 8.05 from Enfield Chase. No simulation could ever truly recreate the horror of that journey!



	Amstrad	Spectrum	CBM 64
▶ GRAPHICS	7	7	7
▶ SOUND	7	6	8
▶ VALUE	7	7	7
▶ PLAYABILITY	7	7	7

upset at losing his old chum, and sets out to rescue him. The ever-hungry Yogi must replenish his energy by finding food — expecially the nourishing picnic baskets left behind by forgetful campers.

And — as if you hadn't already guessed — there are lots of hazards for Yogi — geysers, bees, birds, frogs, etc.

At the bottom of the screen is the Boo-meter which shows how far Yogi is away from his pent up pal.

Each part of Jellystone poses different problems — rivers to jump, lakes to cross, sharp-fanged snakes, angry campers, furious fat ladies, a mean-minded moose, hot-tempered hunters and Ranger Smith who always chases Yogi.

As well as being full of crazy critters, Jellystone has some strange caves. Yogi will have to use them from time to time. But when he goes in one he doesn't know where he's going to come out. It may be nearer to Boo-Boo or it may be further away.

When Yogi starts his mission of mercy, it is January. When December comes, Yogi has to hibernate and Boo-Boo will never be rescued. So Yogi has to free Boo-Boo as quickly as possible and as the seasons change and hibernation gets near, things start looking bad for Boo-Boo.

The game looks all right — the programmers have done quite a good job on *Yogi*, capturing the cartoon character well. But it falls down on playability.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	7

Red L.E.D

- ▶ MACHINE: CBM 64
- ▶ SUPPLIER: STARLIGHT
- ▶ PRICE: £9.99
- ▶ REVIEWER: PAUL

Okay, despite the fact that *Red L.E.D.'s* plot is about as thin as our ad manager's hair, we've got a nifty little game on our hands here. Well done, Starlight. The best yet.

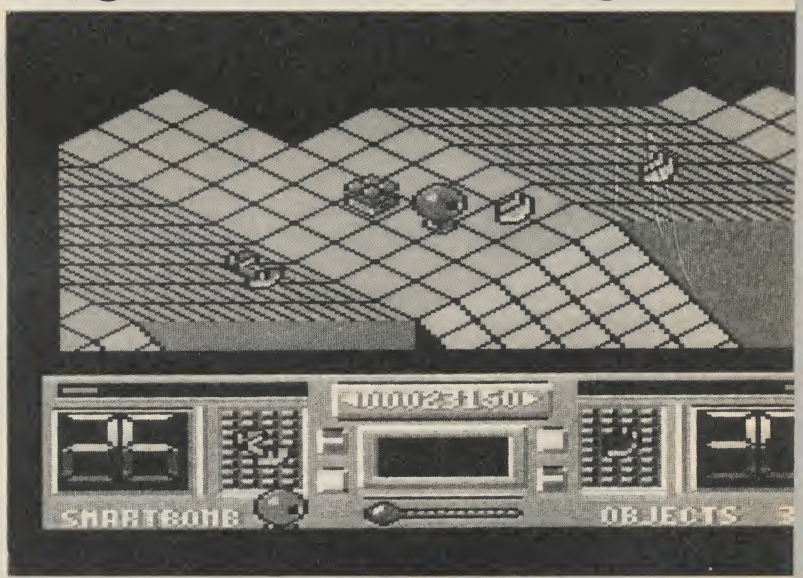
Earth's resources are running out (even Starlight acknowledges this idea is a bit over-used) and using three battle droids you must form a continuous link across an inter-galactic link across a grid. Each step on the way you must complete a landscape by collecting the energy pods there. Win and the link is yours. But if you are defeated it shows white on the grid and you must try for another link.

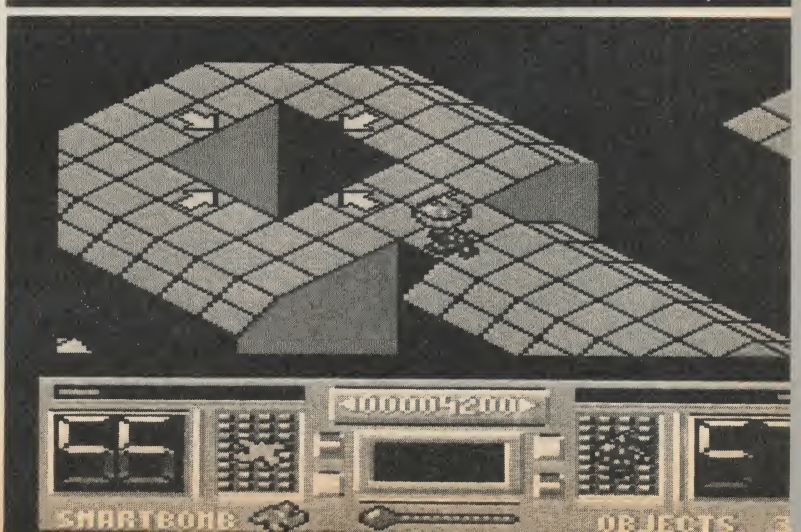
You have three ZMX battle droids at the start of the game, each with its own strength and capabilities. Select which one to use and which grid link you wish to play for and the droid is plunged into the battlescape.

In all there are 37 landscapes to explore. So you can go for the quick link win (hopefully) or travel the grid piling up the points.

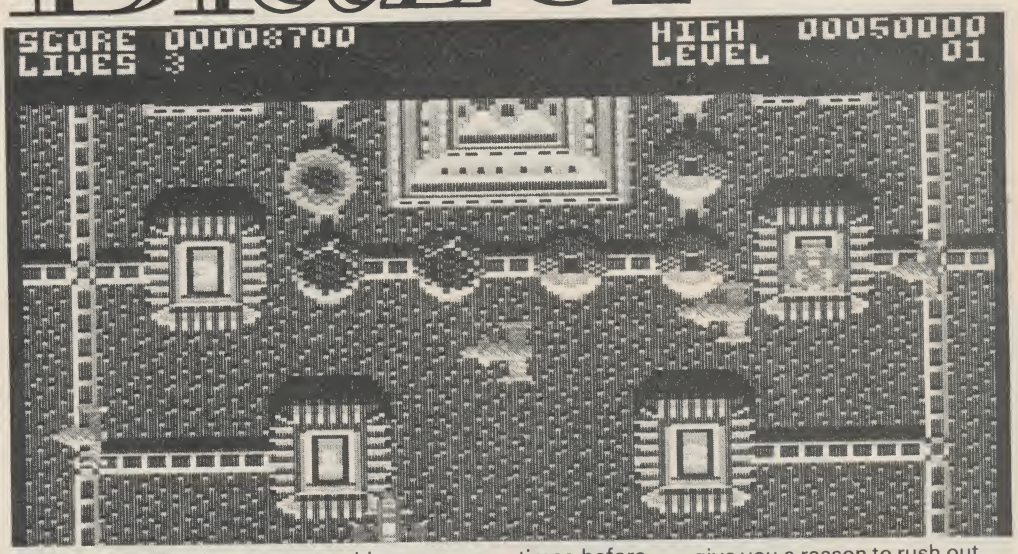
Lots of action in this very playable offering.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	9





Blazer



► MACHINE: C64
► SUPPLIER: NEXUS
► PRICE: £9.95 (TAPE), £14.95 (DISC)
► REVIEWER: CHRIS

Quite why Nexus released *Blazer* so closely after *Hades Nebula* is a bit of a mystery. The two games are pretty similar, although personally I prefer this excursion into the tried and tested shoot-'em-up format.

Like *Hades* you fly your space fighter up the screen blasting on coming aliens and shooting up ground installations. Like *Hades* you can collect extra bits of firepower from pods on the surface of asteroids and space stations.

Like *Hades* the game is initially very difficult to master. Things move FAST! Like *Hades* there's a neat high-score table with a gimmicky way of putting your name up in lights.

Other than that you've seen this game many times before.

It's nicely presented and packaged with good sound effects and pretty graphics – but it's still a standard shoot-'em-up without a big arcade name to give you a reason to rush out and get it.

► GRAPHICS	8
► SOUND	8
► VALUE	7
► PLAYABILITY	6

Draughts Genius

► MACHINE: SPECTRUM
► SUPPLIER: HEWSON/RACK-IT
► PRICE: £2.99
► REVIEWER: TIM

Hewson kicks off its new budget range with a whole bunch of strong titles for all formats. *Draughts Genius* is a nice Spectrum simulation of the well-known board game. It features nicely animated graphics and enough skill levels to keep even the most demanding checkerboard challenger happy.

You can play the computer or another human opponent – or get the computer to play itself if you feel like it!

Load in the game and you find yourself facing a very famous person – it's a pixilated Einstein, probably the most famous draughts player ever!

You make the moves by using a simple cursor – and the game tells you when you're making a wrong move using a speech bubble from the Prof's mouth. He also makes comments throughout the game.

The rules of the game are as the real thing – and are simple enough to pick even if you've never played the game before.

The animated Einstein really adds an element of fun to the game and gives you someone to challenge if you're playing alone. You get a real buzz if you manage to beat him at a high skill level.

Great value, nicely presented and lots of fun to play. What more could you want from a budget game?

► GRAPHICS	8
► SOUND	n/a
► VALUE	8
► PLAYABILITY	8

MAGNETRON - AVAILABLE NOV. 1987

KPL2 is Steve Turner's hero in this nail-biting 3D game. Test your skill against enemy robots and nuclear reactors. Are you willing to gamble? Available on Commodore and Spectrum.

EVENING STAR - AVAILABLE SEPT. 1987

Drive this powerful Steam Locomotive between Bath & Bournemouth, recreating the return of a legend - and a chance to test your skill on the footplate. Available on Spectrum, Commodore, Amstrad (Disk & Cassette) BBC/Electron.

NEBULUS - AVAILABLE DEC. 1987

The new Hewson 'BLOCKBUSTER'. Stunning underwater graphics and possibly the most outstanding game from Hewson in 1987. Available on Commodore and Spectrum.

MORPHEUS - AVAILABLE OCT. 1987

Explore Andrew Braybrook's latest sub-atomic adventure into a world which can be ripped apart at any second. This latest arcade style -shoot-em-up game will keep you charged for hours.
Available on Commodore only.

Four new smash hits from Hewson, following hot on the heels of Zynaps and Exolon. Connect your brain with Hewson's latest games.

SPECTRUM • AMSTRAD • COMMODORE

Cassette £7.95	Cassette £8.95 Disc £14.95	Cassette £8.95 Disc £12.95

HEWSON

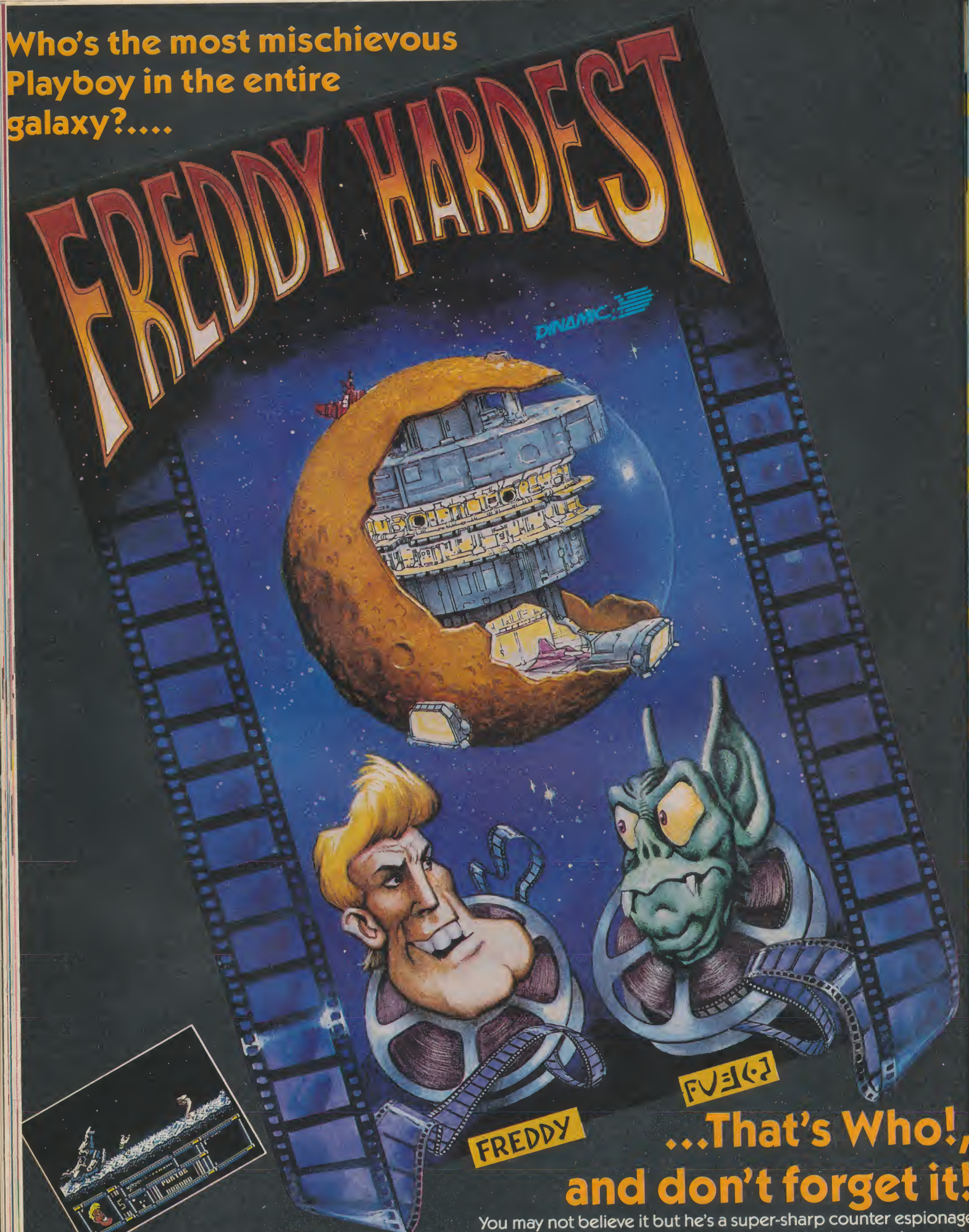
Hewson, 56b Milton Trading Estate, Abingdon, Oxon OX14 RX.

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by Credit Card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.

Hewson Consultants Ltd
As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication

Who's the most mischievous Playboy in the entire galaxy?....

FREDDY HARDEST



...That's Who!, and don't forget it!

You may not believe it but he's a super-sharp counter espionage agent with a big appetite for entertainment and there's nothing he enjoys more than a full blown bruise-up! Now trouble is heading his way as you help Freddy recover, after yet another crash-landing, to steal a space-craft to freedom. Take on man-eating ants, reptiles, robots, mutants and genetic throw-backs with Dinamic's latest wonderman – Freddy Hardest.

SPECTRUM £7.95 COMMODORE £8.95 AMSTRAD £8.95 MSX £8.95

imagine ...the name of the game

Imagine Software, 6 Central Street, Manchester M2 5NS, Tel: 061 834 3939, Telex: 669977

YOUR FREE THUNDERCATS TAPE!

Strapped, stapled or simply stuck to the front of this issue, you'll have found our FREE **Thundercats** game tape. No demos, no adverts — just one helluva game for your Spectrum, Commodore or Amstrad.

It's the first of 20 action packed levels from Elite's brand new game based on the **Thundercats** TV cartoon heroes.

Mum-Ra has stolen the Eye of Thundera — and only YOU and Lion-o can get it back! Hack 'n' slash your way through Mum-Ra's evil minions, collect mystery powers and extra lives, leap across bottomless caverns and generally have a good time!

Gasp at the great graphics, be amazed by the radical animation, wonder how C+VG did it WITHOUT adding a penny to the price of the magazine!

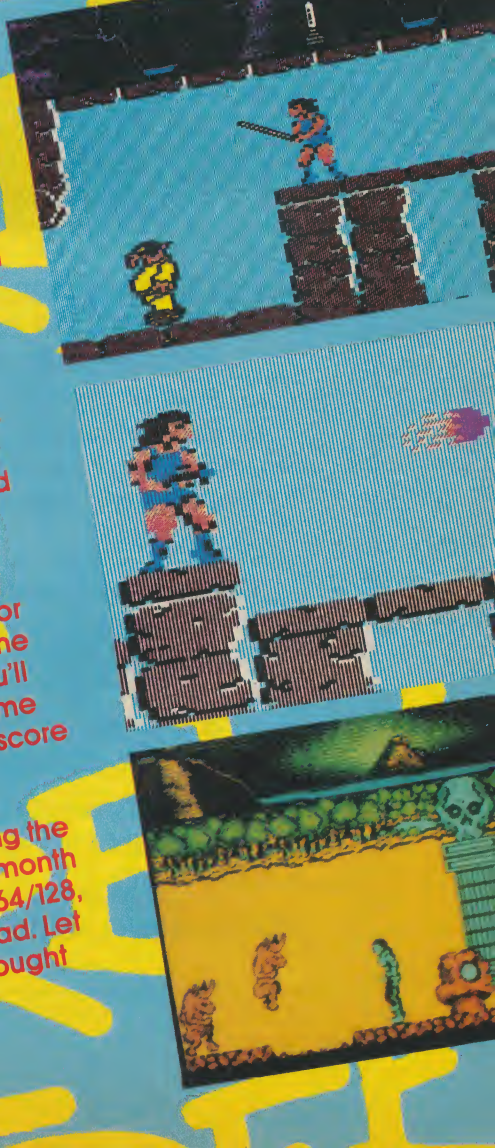
HOW TO USE YOUR THUNDERCATS TAPE

On side one you'll find the Amstrad version of the game. Side two is inhabited by the Commodore 64/128 and Spectrum versions — in that order. So if you've got a Spectrum, wind through the tape until you hear the distinctive tones of the Speccy code. Then check out your tape counted and write the number down clearly on the tape label so you won't have to mess around again.

PLAYING THE GAME

It's quite simple really. You control Lion-o and his awesome sword. The first level involves battling Mum-Ra's minions with your sword. Watch-out! They come at you from in front and behind. As you dash through the landscape you'll come across obstacles — like rocks and pits. Use you cat-like jumping skills to leap over them. On pillars or old trees you'll see more interesting objects. Bash them with you sword and they turn into extra-lives or extra firepower. Reach the end of the level and you'll get a high-score plus time bonus. What's your top score going to be?

● Elite will be releasing the complete game this month for the Commodore 64/128, Spectrum and Amstrad. Let us know what you thought about the C+VG Thundercats tape.



SHOOT A PATH TO THE STARS

£12.95

APPROVED U.S. GOLD All American Software PRODUCT

Reg des. Pat pending

Zap the opposition with the Phasor One Joystick.
Microswitch mechanism gives swift response making play fast and accurate.
With a two year guarantee, the Phasor One is Number One for winners.

- Pistol grip design for all ages.
- Left or right hand–it is as effective in either.
- Longlife micro switches give precision control.
- Hardwearing steel shaft and ball bearing pivot.
- Ultra sensitive control level for faster responses..
- 2 years unconditional guarantee for normal use.
- Extra long cable for additional mobility.

Any problems in obtaining your "Phasor One" joysticks you can contact us at:

Britannia

Britannia Software Limited
Cardiff Workshops, Lewis Road
Cardiff CF1 5EB
Telephone: 0222 481135

VISA

Trade enquiries welcome

WARGAMES ■ ADVENTURE ■ ROLE PLAYING
SIMULATIONS ■ SPORTS ■ MAGAZINES ■

C-64/128 ★ AMIGA ★ APPLE II ★ ATARI ST ★ ATARI XL/XE ★ IBM PC + COMPATIBLES

C64/128 STRATEGY

Kampfgruppe	£29.99
Battlegroup	£29.99
Mech Brigade	£29.99
Gettysburg	£29.99
Rebel Charge at Chickamauga	£24.99
Battlecruiser	£24.99
Imperium Galactum	£35.00
Colonial Conquest	£24.99
B-24 *NEW*	£19.99
P.H.M. Pegasus	£14.95
War in the South Pacific	£24.99
Wargame Construction Set	£19.99
Project Stealth Fighter *NEW*	£19.95
Airbourne Ranger *NEW*	£19.95
OGRE *NEW*	£19.95

Strategic Studies Group
ALSO ON APPLE II COMPUTERS

Reach for the Stars	£26.95
Carriers at War	£29.95
Europe Ablaze	£29.95
Battlefront	£23.95
Russia	£23.95
Battles in Normandy	£23.95
Run 5 (magazine) each	£2.50
Scenario Discs	£6.99

Adventure

Bard's Tale	£14.95
Legacy of the Ancients	£16.95
Phantasie II, III	each £19.99
Wizards Crown	£19.99
Shard of Spring	£19.99
Rings of Zilfin	£19.99
Darkhorn	£27.00
Autoduel	£19.95
Ultima I, III, IV	each £19.95
Moebius	£19.95
Pirates	£19.95
The Eternal Dagger (Wizards Crown II)	£19.99

Hardware

***Amiga* A500 * MODULATOR**

*** Deluxe Paint * Free software**

£444

ATARI 520STM 1MEG DRIVE
MODULATOR + FREE SOFTWARE

£369

ATARI 520STFM £299

Send £1.00 for our latest catalogue (redeemable with 1st order)

STRATEGIC PLUS SOFTWARE
P.O. BOX 8 C+VG
HAMPTON MIDDX.
TW12 3XA

Atari ST

Phantasie I,II,III	£24.99
Colonial Conquest	£29.99
Great Battles 1789-1865	£35.00
Balance of Power	£29.95
Gridiron (U.S. Football)	£43.00
Micro-League Baseball II	£49.00
" General Managers	£27.00
" 1986 Teams Disc	£20.00
Flight Simulator II	£42.00
Scenery Discs #7/11 Each	£20.00
F15 Strike Eagle (NEW)	£24.95
Autoduel	£24.95
Tracker (NEW)	£24.95
Empire *NEW*	£43.00
Breach *NEW*	£35.00
Ultima IV *NEW*	£24.95
Knight Orc *NEW*	£19.95
OGRE *NEW*	£24.95

Atari XL/XE

Phantasie	£19.99
Wizards Crown	£19.99
Kampfgruppe	£29.99
Mech Brigade	£29.99
Antietam	£29.99
Gettysburg	£29.99
Rebel Charge at Chickamauga	£24.99
Warship	£29.99
Battlecruiser	£24.99
Imperium Galactum	£35.00
Autoduel	£19.95
Guderian	£27.00
Gulf Strike	£27.00
OGRE *NEW*	£19.95

Apple II 64k

Might & Magic	£43.00
Blue Powder Grey Smoke	£29.99
Under Fire	£49.00
U.F. Extended Capability	£20.00
Bard's Tale II	£35.00
Flight Simulator II	£42.00
PHM Pegasus	£29.99
Phantasie III *NEW*	£19.99
Eternal Dagger *NEW*	£19.99

Strategic Studies Group
(see C64/128 for details and prices)

Apple GS

Bard's Tale	£43.00
Mean 18	£43.00
Deluxe Paint II	£99.00
Shanghai	£24.95
Music Studio	£39.95
Tass Times	£24.95

AMIGA

The Faery Tale Adventure	£35.00
Bard's Tale	£24.95
Earl Weaver Baseball	£24.95
Barbarian	£24.95
Flight Simulator II	£42.00
Scenery Disc #7/11 EACH	£20.00
Gridiron (U.S. Football)	£43.00
Kampfgruppe	£29.99
Ultima III	£24.95
Silent Service	£24.95
Chessmaster 2000	£24.95
Balance of Power	£29.95
Terrorpods *NEW*	£24.95
OGRE *NEW*	£24.95
Phantasie II *NEW*	£24.99

IBM PC & COMPATIBLES

Flight Simulator	£42.00
Scenery Disc #7	£20.00
Scenery Disc #11	£20.00
Jet Simulator	£43.00
Computer Diplomacy	£43.00
Gettysburg	£29.99
Rebel Charge at Chickamauga	£29.99
Roadwar 2000	£24.99
Wizards Crown	£24.99
Kampfgruppe	£29.99
Balance of Power	£29.95
Incunabula	£31.00
Ancient Art Of War	£29.99
Wizardry I	£43.00
Wizardry II	£31.00
Starflight	£24.95
Space Max	£39.95
Gunship	£24.95
Pirates (NEW)	£24.95
3D Helicopter Simulation	£43.00

COMPUTER GAMING WORLD

A must for both wargamers and adventure gamers giving reviews and hints.
CGW is the serious gamers handbook and should not be missed.
Back issues £3.50
Current issue £4.00
Subscriptions 6 issues £21.00
Please ring for more details

Tel 01-979 2987

ALL SOFTWARE IS ON DISC ONLY

PLEASE SPECIFY COMPUTER WHEN ORDERING
OVERSEAS ORDERS WELCOME ADD £2.00 EUROPE & £6.00 OUTSIDE EUROPE PER ITEM.
ALL PRICES INCLUDE V.A.T. & P.P.

Access VISA

STRATEGIC PLUS SOFTWARE

BOSCONIAN

MASTERTRONIC

Badoom! Blip! Braakk! And lots of other noises beginning with B! All this is in aid of announcing C+VG's awesomely exclusive arcade competition. Yup, you could be the lucky winner of a extra special Namco **Bosconian** arcade machine, as used by the programmers of Mastertronic's newest coin-op conversion.

Imagine it. Your very own coin-up, happily humming to itself in your bedroom, just waiting for you to take the controls and save the world from zillions of trigger-happy aliens.

Bosconian just happens to be one of the Ed's favourite arcade machines so you're really lucky we've managed to persuade him to give it away. Still, he's been locked away in a darkened room until the winner has been chosen — giving you time to get your entries in!

What we want you to do is read the *Bosconian* game scenario and then come up with an illustration of a scene from the game. You can draw a space battle, an alien or even the Bosconian Starfighter itself. Your imagination is the only restriction.

The best picture will get the arcade machine. Then 50 runners-up will get a copy of Mastertronic's Bosconian conversion.

Your picture can be any size and drawn using anything you like — pencils, crayons, water-colours, Dulux emulsion — you choose!

Just make sure the coupon is fixed firmly to your entry so we can't misplace your name and address. You know it makes sense.

C+VG/MASTERTRONIC BOSCONIAN COMPETITION

Name _____

Address _____

_____

Age _____ Computer owned _____

NIAN

THE SCENARIO

The time had come at last. The domination of the Orbitals had to end, and this was the only chance.

It was time for mankind to regain their place as the aliens had destroyed the old order in the disastrous "Rock War"—when they had rained meteoric destruction down on Earth from their orbiting Spacestations — had put aside their differences for one final effort to regain their independence.

They had built a space-worthy Starfighter and equipped it with the best technology that they could acquire. Of course the aliens withheld their most sophisticated devices, that was how they kept the world enslaved. However, due to the secret nature of the project, only one such craft could be built.

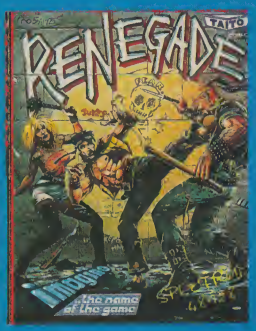
The aliens must not be allowed to let their dreaded missiles loose again.

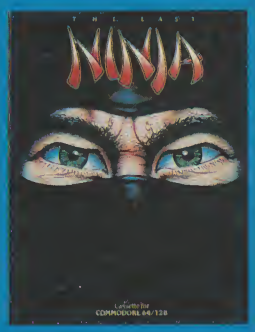
Your mission is to fly the only space craft available to destroy the orbital Spacestations. This is the last chance for the people of Earth, for their orbiting masters will never again allow them even this slim chance to regain their freedom. You must not fail!

Be careful, space is full of debris and mines. The aliens have plenty of fighter craft, and they are faster then yours! Only a true hero can save the Earth!

ATARI | COMMODORE | SPECTRUM

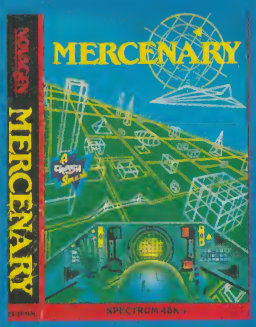
WOOLWORTHS TOP 30 COMPUTER SOFTWARE

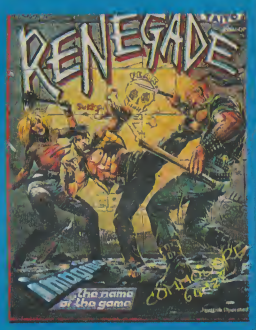


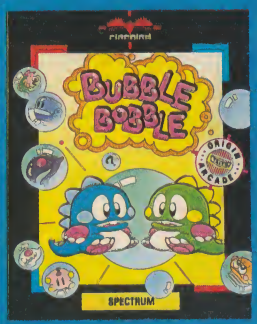


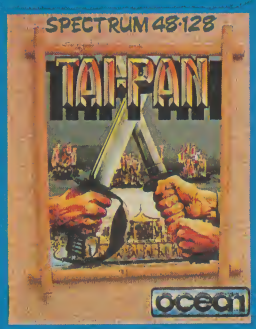
OCTOBER 1987

POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	Renegade	Imagine	Spectrum	7.95
2.	Indiana Jones	U.S. Gold	Spectrum	8.99
3.	Mercenary	Novagen	Spectrum	9.95
4.	Bubble Bobble	Firebird	Spectrum	7.95
5.	Last Ninja	System 3	C64	9.99
6.	Exolon	Hewson	Spectrum	7.99
7.	Renegade	Imagine	C64	8.95
8.	Tai Pan	Ocean	Spectrum	7.95
9.	Mega Apocalypse	Martech	C64	8.95
10.	Epyxs Epics	U.S. Gold	C64	9.99
11.	Barbarians	Palace	Spectrum	9.99
12.	Bubble Bobble	Firebird	C64	8.95
13.	Solomon's Key	U.S. Gold	C64	9.99
14.	Road Runner	U.S. Gold	Spectrum	8.99
15.	World Class Leaderboard	U.S. Gold	C64	9.99
16.	Tai Pan	Ocean	C64	8.95
17.	Summer Gold	U.S. Gold	Spectrum	9.99
18.	Road Runner	U.S. Gold	C64	9.99
19.	Leaderboard	U.S. Gold	Spectrum	9.95
20.	Living Daylights	Domark	Spectrum	9.95
21.	6 Pak	Elite	Spectrum	9.95
22.	Sidewize	Firebird	Spectrum	7.95
23.	Summer Gold	U.S. Gold	C64	9.99
24.	Living Daylights	Domark	C64	9.95
25.	Ace 2	Cascade	C64	9.99
26.	Wizball	Ocean	Spectrum	7.95
27.	Barbarian	Palace	C64	9.99
28.	Renegade	Imagine	Amstrad	8.95
29.	Enduro Racer	Activision	Spectrum	9.99
30.	6 Pak	Elite	Amstrad	9.95









WOOLWORTHS

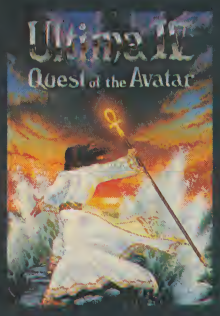
A Great Deal in Entertainment

VISA

* At selected larger stores. Mastertronic games at £1.99 and £2.99

* Items subject to availability

COMMODORE | SPECTRUM | AMSTRAD



The latest adventure in the award winning Ultima saga

Ultima V

Warriors of Destiny

An Adventure of Epic Proportions

Origin Systems' Lord British, one of fantasy gaming's most imaginative and respected authors, brings you Ultima V: Warriors of Destiny, the latest in the award-winning Ultima series.

Over four man-years have been spent developing Ultima V, making this labyrinth of mystery and intrigue your greatest challenge yet!

The fantastic discovery of the new underworld entices Lord British from Britannia to explore the vast reaches of the unknown. Mysteriously, all contact with the good king and his companions is lost. In Britannia, fear turns to panic when the group's sole survivor returns with dreaded tales of the expeditions fate.

In a desperate call to arms you are summoned back to Britannia to discover the fate of Lord British and to defeat the self-righteous tyranny that is founded in misguided virtues.

The Ultima series of fantasy role-playing games, from Origin Systems Inc, is brought to you by MicroProse Software Limited.

ORIGIN SYSTEMS INC.

THE START OF SOMETHING NEW

ULTIMA I: CBM 64/128 £19.95; IBM, APPLE £24.95. ULTIMA III: CBM 64/128, ATARI XE/XL £19.95; MAC, IBM, APPLE, ATARI ST, AMIGA £24.95. ULTIMA IV: CBM 64/128, ATARI XE/XL £19.95; IBM, APPLE, ATARI ST, AMIGA £24.95. ULTIMA V CBM 64/128 £19.95; APPLE £24.95.

Please send_____ copy/ies of _____ Format_____ Price_____

Name (block capitals)_____ Address _____

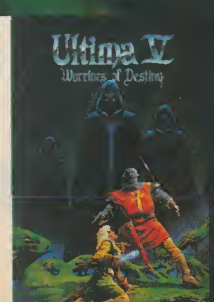
_____ Post Code_____

I enclose £_____ including £1.00 P&P. UK Only. (Overseas £2.00) Cheques payable to MicroProse Software Ltd.

or debit my Access/Visa card. Expiry date_____ No. | | | | | | | | | | | | | | | | |

For more information on the Origin range please tick box ☐

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.



Each Ultima game is a self-contained fantasy, requiring no experience of the other Ultima games. For your copy or a free catalogue, complete and post the coupon to the address shown.

IDEAS CENTRAL

Well, here I am again. Two weeks lying around the pool sipping Harvey Wallbangers comes to an end far too quickly for my liking. Something else that doesn't last too long is the old tan — with the rain and cold it didn't stand a chance. Never mind only another 50 weeks to go 'til next year's summer hols! By the way, what happened to the postcards from all those exotic places you all spent your hols in?

Back to business and thanks for all the hints and tips that arrived in my absence.

ROAD RUNNER

Here are some Road Runner tips from Trevor Fox.

Level 1 — when a van passes, quickly run in line with it and the Coyote, if he is a fair distance behind you, he'll get run over. On all levels if you run too fast and Coyote disappears off the screen, then you're in big trouble as he will reappear on a rocket skateboard. So, try to keep him on the screen at all times.

Level 2 — the rocket part is easy if you just remember that when he appears on screen on the rocket he always appears a level lower than you are, so don't move down a level if he is on screen. The pogo-stick part is easy, just keep moving.

Level 3 — the maze is hard but you'll soon learn the correct route. To get past the cannon balls put your joystick on auto-fire as it is hard to time the jumps right.

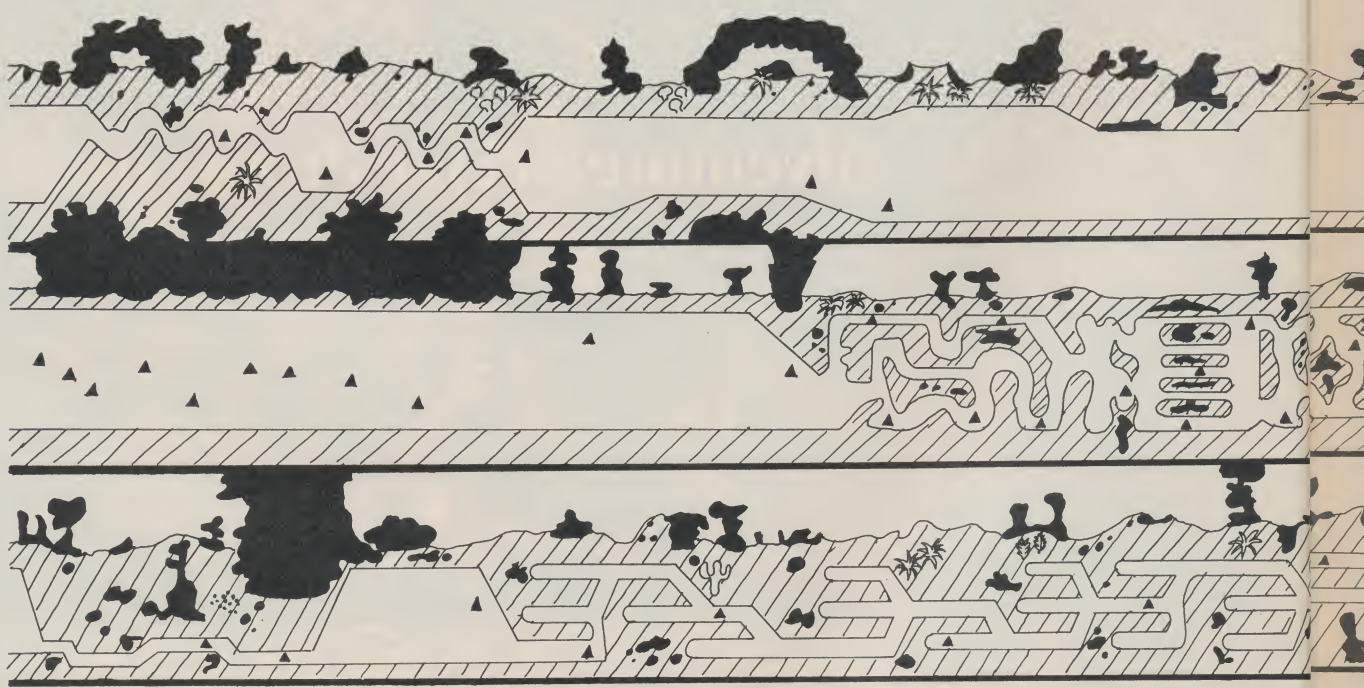
Level 4 — dodge the brown lumps (What are they??) as they slow you down. Run for your life when he gets the gyrocopter. Jumping the crevasses is easy.

The gyrocopter is the hardest part of the game, as Coyote nearly always gets you. If before you get to the gyrocopter stage you run so fast Coyote disappears off the screen, he reappears on the rocket skateboard and shoots right past the gyrocopter and doesn't use it. All the levels after this are just the first four repeated with mines, invisible paint, etc.

This is what I like — continuity — first you get the hints and then you get the first three levels mapped by Paul Monger of Middlesex. Neat, eh?

Paul gives you another hint — before loading the separate levels on the cassette version reset the tape counter. Then take down the number at which each level starts. So, when you take the short cut to a later level, just forward the tape to the start of that level and press play to load it.

What's this, yet another cheat for *Road Runner* on the Spectrum — is this the only



KEY; ▲ birdseed Coyotes gadgets

game getting played this month? Craig Poland of Lancs reckons that on the title screen you hold down the keys RTHB at the same time then a message will scroll along the bottom of the screen. Start the game and you have infinite lives. Give it a try and see if it works!!

SLAPFIGHT

Kenneth Henry appears yet again in I.C. and this month *Slapfight* gets the treatment.

First thing to do is to make the first three start stars speed. You the have to get every star until you get some homing missiles. You can only afford to miss one before the green grass and stone roads landscape disappears.

Now that the grey/red 'top hat' aliens have disappeared for a while, to be replaced by octagonal aliens of the same colour, you will be attacked from nearly all sides. Before the attack you should have obtained a wing extension to speed up the homing missles.

Once you've memorised the enemies which give out stars during this particular attack, it's best to stay near the bottom for the aliens that give stars along the bottom roads.

Once through this you will get to a dark backdrop with the same aliens on the attack. After getting rid of this welcoming party the first grey mothership will come into view, firing bombs. With the wings extension it should only take 20 shots to destroy it.

Next comes another metallic backdrop with plenty of gun emplacements. When you get past the first pair of bases, stay halfway up the screen on the right hand side until the alien that appears there is killed. Then you can resume your central position in the lower half of the screen. Now, with the stars you have collected you have a choice to make as you go into the next section. You can use the stars collected to obtain a limited shield from bullets and do your best to defend yourself with homing missiles, or, use the stars you have to get back normal bullets and have an overall better chance of righting, but with no shield.

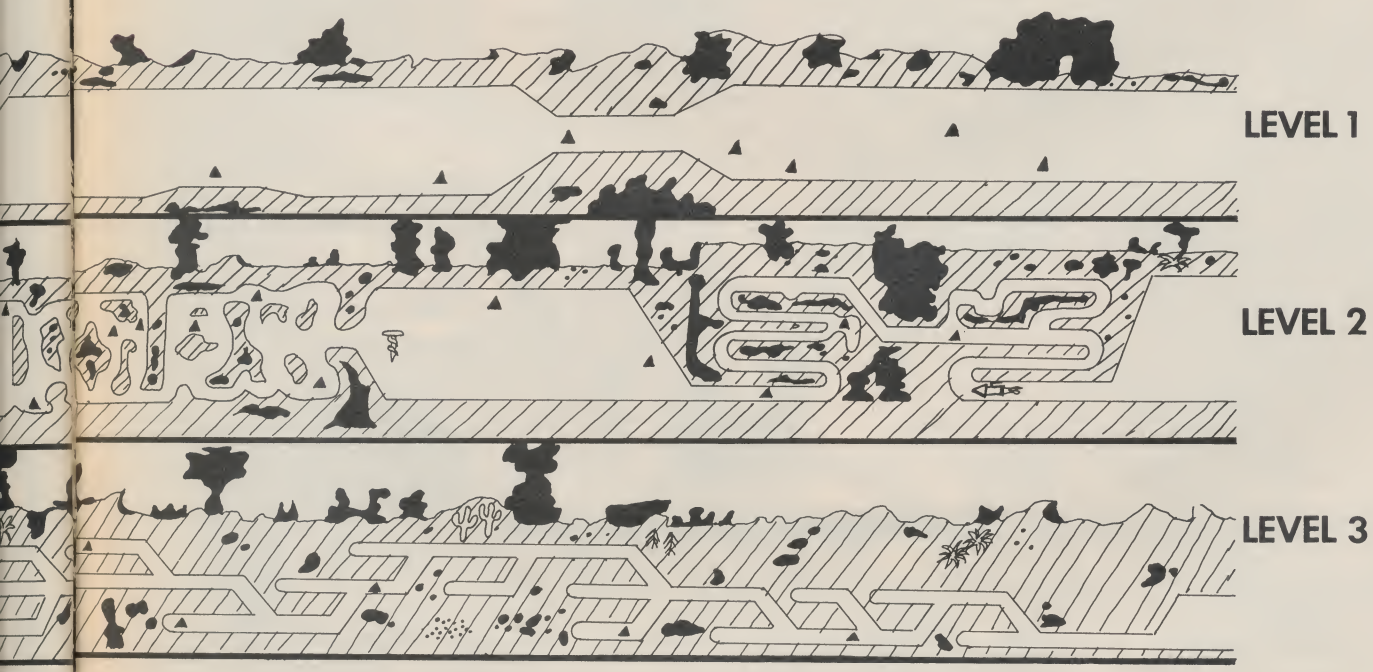
The next sheet consists of a network of tracks. These are connected by a grey square as they intersect. Grey aliens run up and along the tracks and when over a grey square they will shoot six bullets. The aliens can however be shot over red stretches in the blue network as well as while over the holes but otherwise are invulnerable. It's difficult to say which option is best, as you have a better chance to kill aliens with bullets, but with homing missiles you can stay alongside the aliens on the X-line and dodge the bombs without necessarily having to fight the ship from below, where you stand a good chance of getting shot.

Once you are out of the red/blue zone you will find a backdrop the same as the one before the tracks. Re-collect homing missiles if you choose the second choice and then start collecting stars for a shield again. By now you should be at a city-type landscape with a new type of enemy — blue/grey circles which need two shots to be killed. These aliens are prominent from now on — so watch out. But with the homing missiles they are no trouble. When you're through the city backdrop it's out into open ground.

Here' the second mother ship will attack in the same way as the first. That means the strategy is basically the same. The third mothership looks like a giant insect and makes three passes at you. It doesn't fire bullets, so moving down diagonally with it and holding down the fire button kills them every time. They leave a star when destroyed. The stars should go towards another shield. The next aliens cause some trouble — grey and yellow circular craft that shoot bullets in all directions. Keep out of their way and get the stars after they have been killed.

The next screen will definitely cause hassles. The background consists of a network of diagonal lines, and another type of blue/grey ship travels down the line, firing as they go. Keep in the lower right half of the screen firing all the time and also give yourself room to dodge. Once through this it's back to open ground, where there are rolling silver tanks that travel downscreen in alternate sets of three and two. The way to beat these is easy — just stay at the bottom of the screen directly between the left and centre tank for sets of two tanks, and for sets of two, just dart to centre. Take out the two grey bombers at the end of this and it's back to the railway again, with a stationary bomber at the end.

Once through the second railway landscape, the music will restart and you will be travelling into a new industrial looking landscape. Collect a second wing extension and from now on, just collect shields. The landscape itself is surrounded by a blue square around the emplacements. Most of the time the blue/grey circle aliens use these to travel along. There is a new hazard — emplacements — they fire bullets across the lower half of the screen in five directions. They take



approximately six shots to destroy. If you don't get above them within seconds, even with a shield, it'll be very hard to stay alive. If you think that you would do better with a different weapon, use bombs.

One tip is – once you get above them, stay slightly right of centre to anticipate other hazards. Once through this rather long section, you will travel into a totally new landscape, made up of dark grey pathways. Glowing aliens appear, but behave just like the old top hats. Get through this and you have another challenge. The screen will stop scrolling as the backdrop reflects a face with rather large teeth. Those glowing aliens will enter from the left and right hand corners of the screen firing.

You have to concentrate your fire on the red area above the face. As it is damaged, cracks will appear across the surface. When destroyed the screen will start scrolling again. The backdrop is now a pair of silvery-green railway tracks which the fourth mothership will travel down. It appears twice. Do not try to fight it like you did the others. This ship just fires bullets straight down; so stay in the middle and attack it from there with missiles. If you have bombs, attack it as it travels down the screen and then dart in and out of the bombs to get a good hit. If you are lucky you should kill it before it starts shooting.

Once through all that you will encounter a mass attack of those glowing aliens and stealth cannons. This attack goes on until the screen stops scrolling again. The object is exactly the same, except this time the screen is covered with hidden, indestructible bomb emplacements, and they are very accurate, so you'll have to do plenty of weaving and dodging to survive.

I think that should be enough to keep you going.

GAMES CONSOLE TIPS

Could this be another first for I.C? The only magazine to give you games console tips along with hints and tips for your computer.

The Nintendo game *Super Mario Bros* gets the treatment from Angus 'The Best' of Co Durham and Tim Sampson of Suffolk. First up is Angus.

On world 1-2 you can warp to either world 2, 3, or 4. On world 4-2 try head-butting some of the bricks and you will find a beanstalk. Climb up to warp to world 6, 7 or 8. There are also beanstalks on the following worlds, 2-1, 3-1, 4-1, 6-1. At the end of the world 8-4 you meet the princess.

Tim read our plea for help on how to finish the game and here is the final solution. On world eight ignore the first and second pipes you come to, jump the firey-looking water and go down the third pipe. Now by-pass the next three pipes, jump the water and before the two turtles can get you, jump up for the hidden brick just before the raised pipe. Then jump on top of this to get on the pipe and go down. Ignore the next two pipes jump the water and go down. Ignore the next two pipes. Jump the water and go down the third. You should now be swimming. Once on dry land keep walking until you get to the single hammer-thrower and run underneath it when it jumps up and jump across the gap. Now stand as close to the dragon as possible and use the same method to run underneath it. Pick up the flashing object on the right and dragon will fall to its doom and you've completed the game.

At the end of the game the princess says "thank you Mario, your quest is over. We present you with a new quest. Push button B to select a world".

Do you know how to gain access to the hidden game in the Sega Master System? No! Well, neither do I! But someone who does is David McConnell of Blackpool. All you have to do is switch the console on with no game in it and you will see some instructions with enjoy at the end. On the control pad press up and press the two fire buttons. Keep them all pressed down and the hidden games comes on.

DEFENDER OF THE CROWN – C64

First of all allow 2-4 hours game time. Start off by placing one man in your army, then take all free adjacent land, highest value first. Now move your army back to your castle and place all the men into your garrison. That's all the conquests for a while. Don't worry if you lose your land, you do not need it.

Now start raiding. Figure which castles have the most income and raid these first. Then settle down and raid the south three castles three times more than the north. This gives you lots of gold to buy your army and keeps them low on gold and men. Keep raiding until you have 50-60 knights and twice as many soldiers.

Keep your guard up and force the first man to the right hand side of the screen, now move your joystick to 11 o'clock and stab him three times as you move backwards. Repeat this process until he is dead. Once inside the castle force the man up two or three stairs and move back stabbing him three times or so and repeat the process until his energy bar runs out, then walk to the top of the stairs where he will fall dead and you can enter the room and steal the gold.

Keep spending the gold to build up your garrison, or they will raid you and you will lose half your gold. Buy two soldiers for one knight, so if you start off with forty men buy twenty knights first. Knights are a very powerful force and are the key to the game. Don't worry about your castle getting attacked, by this time there should be plenty of men to defend it.

Once your garrison reaches 50-60 Knights and twice as many soldiers you are ready to claim England for yourself. Buy a catapult and move it and all your men except twenty knights and forty soldiers into your army. Now take all the land around your castle, making a buffer zone to protect it. Move on the enemy main castle (there may only be one or two left at this time). Once it is yours all his land and income is yours, or if there only was one the game is over. When in battle use Stand and Fight or Ferocious Attack, Bombard is very effective if you have ten or so catapults.

Jousting: Move the joystick to 9 o'clock and keep the lance centre at top of his shield, once in full range pull back on stick and press fire.

ENDURO RACER CHEAT

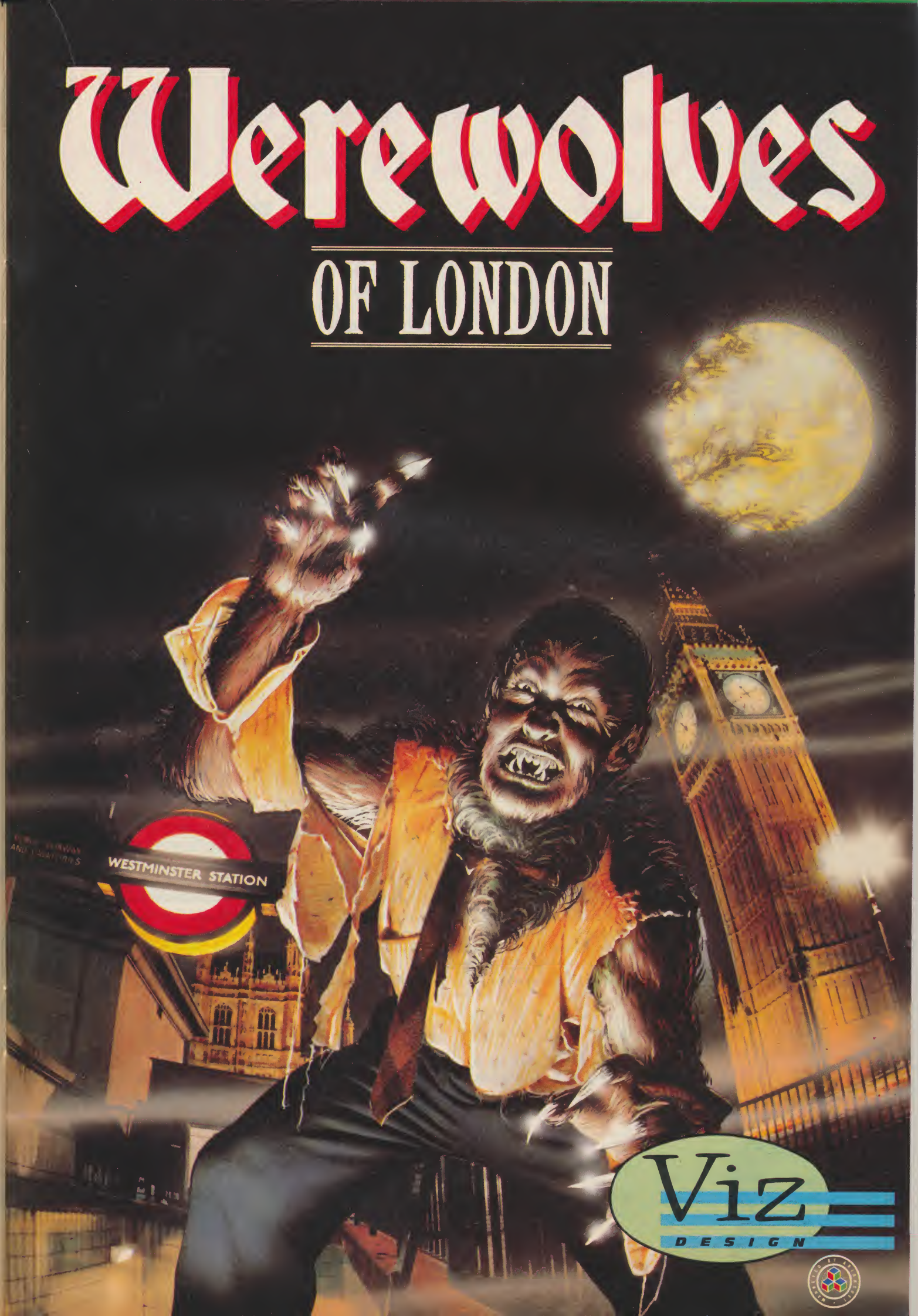
To cheat just press CAPS shift and Q. You will now race around the course at a tremendous speed. You may crash once or twice, if you do just press Caps Shift + again.

This cheat mode only works on stages 1, 2 and 3. But on Stage 4 your time is so high that it is almost impossible not to complete. Then on stage 5 go to the righthand side of the screen and stay there.

If you stay tight into the side and go as fast as possible you will not crash.

Werewolves

OF LONDON

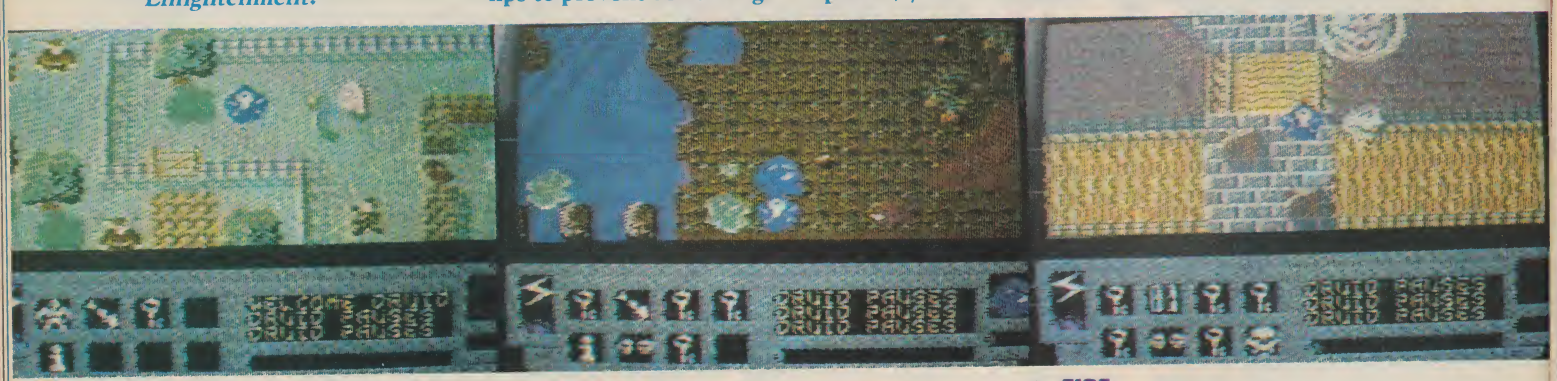


Viz DESIGN

Enlighte

Firebird's *Enlightenment — Druid II* — was C+VG's Game of the Month last issue. Here we present our exclusive player's guide to this spellbinding game of good versus evil.

It is 103 years ago since the evil Acamantor and his demon princes were banished from the land of Belorn by Hasrinaxx the Druid. That famous battle was chronicled in Firebird's *Druid*. Now Acamantor's evil shadow has fallen upon the land again. Will Hasrinaxx save the day again in Firebird's *Druid II*, otherwise known as *Enlightenment*.



▲ THE VILLAGE ▲ THE SWAMP ▲ FIRE

C+VG lured Firebird's Tony Beckwith into the tortue chamber — sorry, interview room — and extracted the following hints and tips for those brave enough to undertake the battle to rid Belorn of Acamantor, the demon princes, and his legion of undead, monsters and evil creatures.

There are 15 landscapes to be discovered and explored on the path to Enlightenment. There is not really a correct sequence to explore them but with three essential items to collect to enable the game to be completed, you will probably have to visit them all. The Druid has cast a spell on our lips to prevent us naming these objects. However, the following information should provide some advance help with these landscapes.

THE VILLAGE

Search this level for food and keys. Zombies and skeletons are the main foes. Golem is useful on this level. He can also be found elsewhere.

THE SWAMP

This is the only place in which you can find the Kraken.

THE DESERT

All the creatures here are fast — witness the spiders — and the ones which look as though they have potatoes for heads! Watch out for the demon princes.

LAND OF FIRE

Zombies, fire demons and the demon princes are guarding something important here. If you're in combat with the demon prince, you can tell when he is near to death because he changes from white to red.

LAND OF ROCK

Here you must find the spell to create light, for use in the Landscape under darkness.

LAND OF DARKNESS

Everything is in darkness. The only way to see is by casting the light spell, which throws a small circle of light around the Druid. Casting the Deathlight and Deathland spells will, besides killing evil creatures, allow you to see the screen for about ten seconds.

Hopefully, in that amount of time, you should be able to glimpse the way out. This screen also contains something of interest.

THE WEIRD WOOD

This is the only place to find the Air Wisp. It is exceptionally fast — it can move at twice the speed of the Druid. Lots of food to eat here.

THE WATER LEVEL

Beware the slimey things. We're now getting close to Acamantor's castle. You should find the pierhead of interest. If you can summon the Grim Reaper you will find him of use.

THE FUNGUS LEVEL

As the Druid progresses through the 15 mystical levels of Enlightenment he will encounter various spells to help him on his quest.

Conjure Earth Element: This will summon a clay Golem who will act as the Druid's servant throughout its duration.

Conjure Air Elemental: This is the helpful Air Wisp. It's fast but weak.

Conjure Fire Elemental: A fiery Pheonix which is hot stuff unless it gets caught in damp conditions.

Conjure Water Elemental: A water Kraken Servant for the Druid.

Wall of Fire: Lethal for fire-fearing foes, Lasts until the Druids leaves the landscape.

Wall of Water: Acts in the same way as the Wall of Fire except it obstructs hot foes.

Death Touch: Only a few powerful creatures can survive the Druid's touch when he casts this spell.

Deathlight: Provides a circle of destruction around the Druid.

Deathland: Same as above but last longer.

Finger of Lightning: Increases the power of the bolts of lightning shot from the Druid's fingertips by ten times.

Recharge: Replenishes the Druid's electrical bolts.

Slow: Makes creatures near Druid slow.

Fireshield: When the heat

players guide

TENDENT DRUID II

The red mushrooms will poison the Druid. Wine and the Antidote spell will help. So will the Resurrection spell.

THE SNOW LEVEL

and ice statues which can come to life. On the plus side, there are coins hidden here.

CASTLE DUNGEON

guards. A demon prince guards the way into the main part of the castle.

THE CASTLE

At some stage you may

demon prince. The statue will then come to life and can then be killed.

TOP OF THE CASTLE

Almost there. There's an important spell to find here which is vital for the next level. The exit leads to the Inter-Warp.

INTER-WARP

If you found the correct spell you will able to use it here to get to the final level.

NIGHTMARE LEVEL

At last the final encounter with Acamantor. But first

▲ WATER ▲ FUNGUS ▲ SNOW

▲ CASTLE DUMP ▲ INTERWARP ▲ NIGHTMARE

Lots of nasties here — blinking eyes, water slime creatures, a demon prince

Having the Resurrection spell with be handy. Find the keys and keep clear of the

find the Druid's path blocked by a statue. The way round this is to kill the

you must deal with evil eyes, killing skulls and the wandering hands!

is on, this spell will make sure the Druid keeps cool.

Invisibility: Hides the Druid from all creatures with normal sight.

Armour: Turns Druid's robes to steel for a time.

Turn Away: Makes creatures close to the Druid run away.

Teleport: You must cast this spell within the correct magical symbol.

Resurrection: Handy to have if the Druid dies when close to success.

Doorblast. This causes a mighty explosion and opens all doors within its radius of power.

The Seeing Eye: See what fate lies ahead.

Sage: Provides a clue to the quest.

Strengthen: Helps boosts the strength of your elementals.

Banquet: The Druid feels better on a full stomach.

Wine: Good for slaking the thirst — and for driving poison from the system.

Create Light: All will be revealed when things get dark.

Crucifix: The undead and unholy shrink before it.

Antidote: Cures the Druid if poisoned.

Horn of Baeon: Its effect is unknown.

Coin of Charon: Cast and a coin appears.

White Orb: Cast at the right time and the Druid will have achieved Enlightenment.

players guide

RYGAR™

LET'S FIGHT!!!

From the Dawn of Time comes a Legendary Warrior to thrill players everywhere....

4.5 billion years have passed since the earth's creation. Many dominators have ruled in all their glory. But Time, their greatest enemy ultimately defeated their reign.

And now a Dominator's reign begins.....Rygar, the Legendary Warrior! A warrior who respects one code and one code alone, the code of combat.

Antagonistic gladiators, reptiles, mammals, monsters, creatures of magic...come one, come all, come to meet the might of the fearless Rygar and in the words of the immortal warrior LET'S FIGHT!!!

SCREEN SHOTS FROM ARCADE VERSION.

CBM 64/128		SPECTRUM	AMSTRAD	
£9.99	£14.99	£8.99	£9.99	£14.99
Cassette	Disk	Cassette	Cassette	Disk

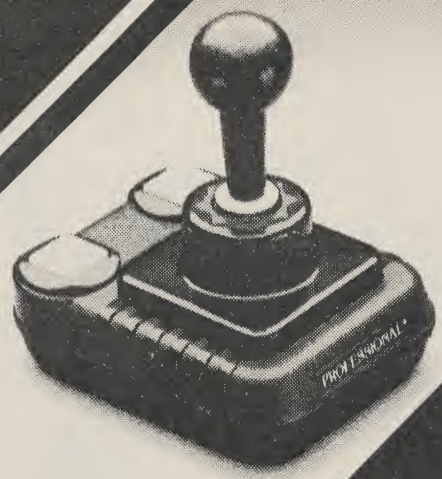
U.S. GOLD® All American Software

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

TECMO™

THE WORLD'S LEADING BRAND

EUROMAX



For the sophisticated games player

Contact your nearest computer store for details on full range or clip the coupon.
Prices from £5.95 — £29.95

Euromax Electronics Ltd.,
FREEPOST Bessingby Ind. Estate.,
Bridlington.
YO16 4SJ

0262 602541

Access Accepted

Please send me full details

Name .....

Address .....

.....

CVG

Flunky Competition

Flunky Competition

Have you ever walked down the street and spotted someone who looks just like a famous person? For a moment you're confused. Is it? It can't be. It certainly looks like him, doesn't it?

But then you realise it's most unlikely to see Prince Charles buying fish and chips on the Blackpool seafront or the Queen taking her washing into a Ponder's End laundry.

And talking of the Royal family — okay, we admit the link is contrived — brings us neatly to *Flunky's* Piranha's right royal cartoon caper set in Buckingham Palace.

Thanks to Piranha's generosity, we've got copies of the game — on Commodore, Spectrum and Amstrad — to give way. PLUS ten copies of the outrageous Spitting Image videos for the winners.

That means the first ten winners will get the game plus a video — one of the following titles: *A Floppy Mass of Blubber, Spit With Polish* or *Rubber Thingies.*

So get ready to strut your Flunky stuff with the following Piranha Questions.

1 Who is the programmer behind Flunky and that other Piranha game Trapdoor? Is it:
A) Don Priestley
B) John Neatley
C) Fred Williams

Answer _____

2 Yogi Bear, another Piranha release, has a little fat friend. Is it:
A) Wobbler Williams
B) Boo Boo
C) Ranger Smith

Answer _____

3 What is a Piranha? Is it:
A) A fish
B) A type of car
C) A snake

Answer _____

Send your answers, together with the printed coupon, to Flunky Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is November 16th and the editor's lookalike will have the final decision.

FLUNKY COMPETITION

NAME _____

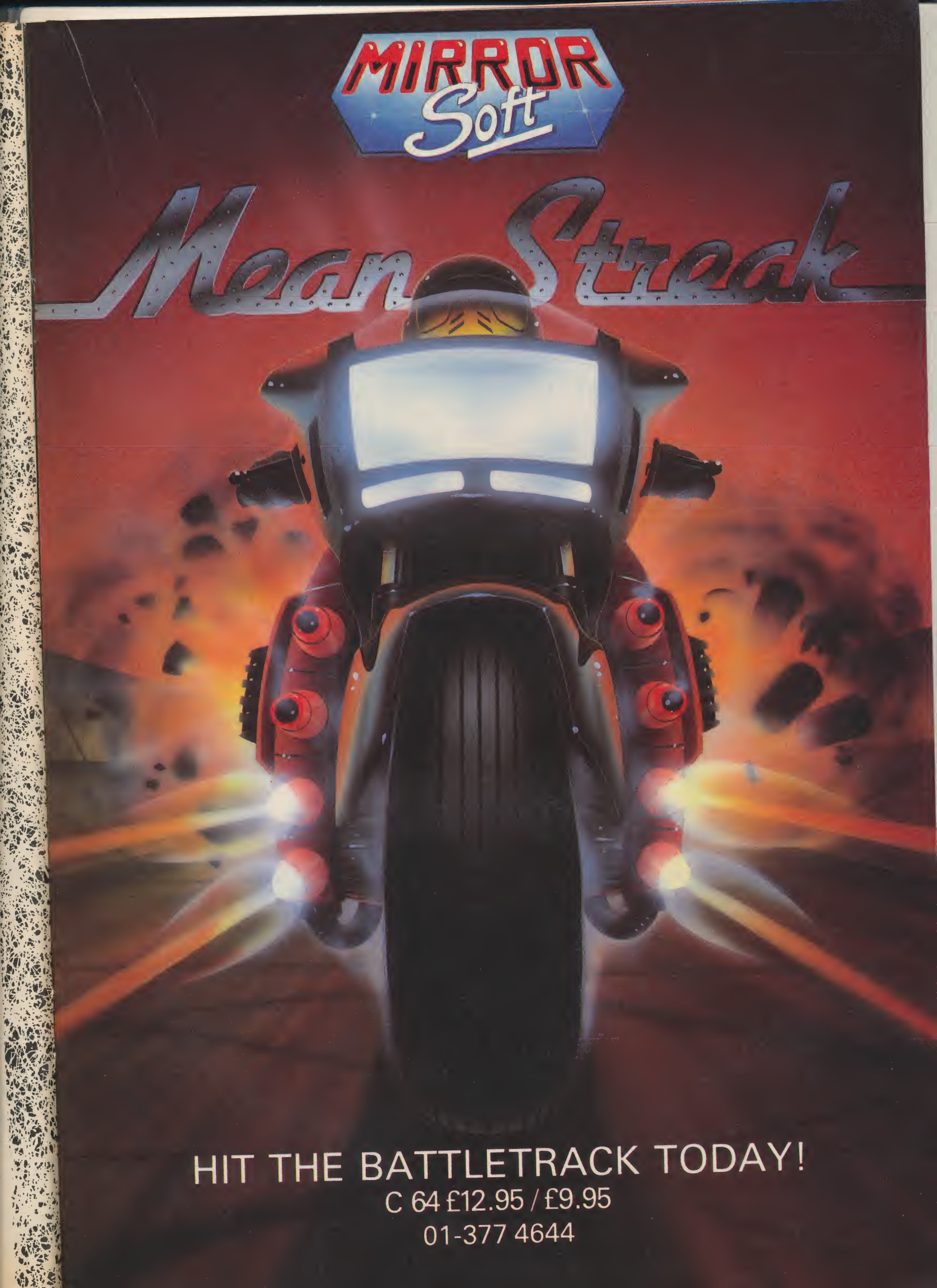
ADDRESS _____

_____

_____

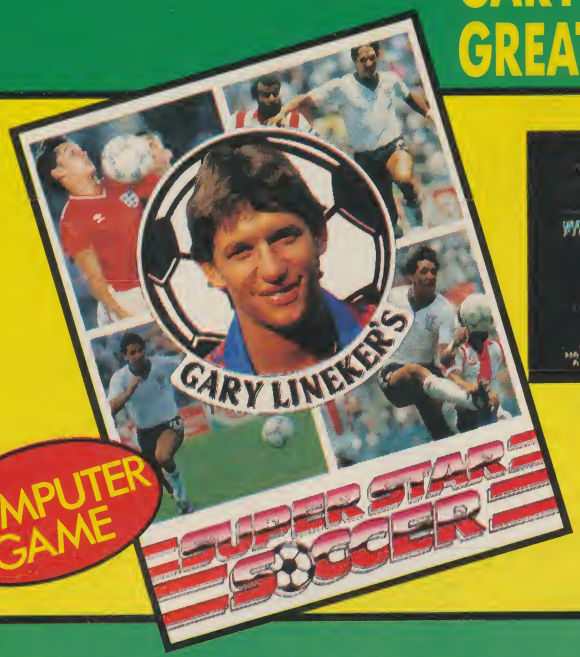
Please indicate which computer you have.

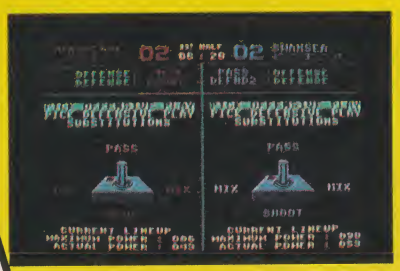
Spectrum ☐ CBM ☐ Amstrad ☐


MIRROR Soft
Mean Streak
HIT THE BATTLETRACK TODAY!
C 64 £12.95 / £9.95
01-377 4644

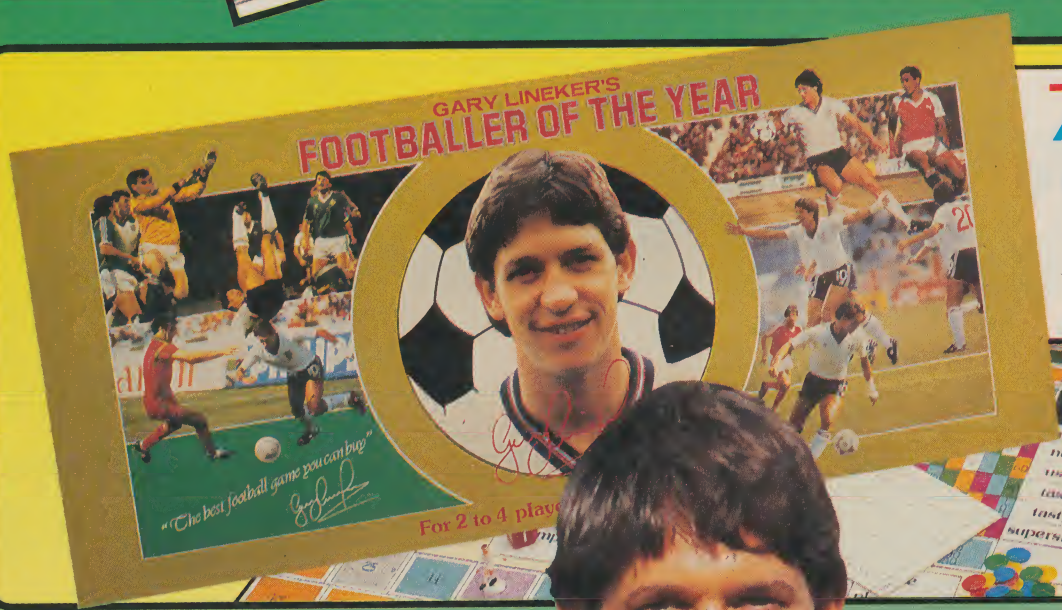
"GREAT GAME GARY"

GARY LINEKER PRESENTS TWO OF THE GREATEST SOCCER GAMES EVER DEVISED!





Take the brain teasing demands of football management, the mysterious qualities of team coach and add the explosive talents of a star striking centre forward and you've got Superstar Soccer – an original and innovative approach to the game of football that's every bit as breathtaking, every bit as exciting as Gary Lineker, England's premier striker.



Available from all good toy shops and sports shops.

GARY LINEKER'S FOOTBALLER OF THE YEAR

Enjoy the world of a Football League Player, suffering the pain and winning the glory, starting at the bottom and becoming a legend... A Footballer of the Year.

£14.99

GREMLIN

Gremlin Board Games Ltd.,
Units 2/3 Holford Way,
Holford, Birmingham
B6 7AX

GARY LINEKER'S SUPERSTAR SOCCER

The most original computer football game of all time... Available on:

CBM 64/128
Tape £9.99, Disk £14.99
Amstrad
Tape £9.99, Disk £14.99
Spectrum Tape £7.99
Atari ST £19.99

GREMLIN

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street,
Sheffield S1 4FS.
Tel: (0742) 753423

THE PHENOMENON CONTINUES

GAUNTLET™ II

The mind blowing sequel to the No. 1 smash hit. Addictive, frantic and packed with so many new features it's a totally new game. Over 100 levels of pulsating action as you take on the powers of your favourite player, even if they're already in play. Discover the hidden gifts of the Secret Room, come face to face with the fearsome Dragon and watch out for the Death Curse of the evil "IT". Slow tiles, acid puddles, forcefields and moving exits make your progress all the more difficult. But there are mystical amulets to be gained which will enhance your powers to repel the monsters, walk through walls or increase your fire power. You may even move some of the maze walls to your advantage. Gauntlet II is not just a further episode in this enthralling crusade, it is a whole new experience in action packed adventure.

The mind blowing sequel to the No.1 smash hit!

U.S. Gold Ltd., Units 2/3 Holford Way, Holford,
Birmingham B6 7AX Tel: 021 356 3388

U.S. GOLD
ATARI® GAMES

SCREENSHOTS FROM ATARI ST VERSION

SPECTRUM 48/128K
£8.99 TAPE

CBM 64/128
£9.99 TAPE £11.99 DISK

ATARI ST
£19.99 DISK

AMSTRAD
£9.99 TAPE £14.99 DISK

GRYZOR
Konami®
AN ARCADE NIGHTMARE NOW FOR YOUR HOME-MICRO
ocean
SPECTRUM
7.95
COMMODORE
8.95
AMSTRAD
8.95
Ocean Software Limited
6 Central Street · Manchester · M2 5NS · Tel: 061 832 6633 · Telex: 669977

ACTION · EXCITEMENT · DESTRUCTION
IT IS THE WAY OF THE

JACKAL™

© KONAMI 1986

KONAMI

Win an Actual Jackal Arcade Machine
See pack for details

COMMODORE DISC	£14·95
COMMODORE CASSETTE	£8·95
SPECTRUM CASSETTE	£7·95
AMSTRAD DISC	£14·95
AMSTRAD CASSETTE	£8·95
ATARI DISC	£14·95
ATARI CASSETTE	£9·95

KONAMI

Another gripping Arcade Conversion

DISTRIBUTED BY: N.M.C. LTD., 2 IFFLEY ROAD, LONDON W6 0PA. TEL: 01-846 9701

KONAMI SOFTWARE CLUB
KONAMI HELPLINE...0626 56789

For subscription details please send a S.A.E. to:
KONAMI SOFTWARE CLUB
Bank Building, Bank Street, Newton Abbot, Devon TQ12 2JL.

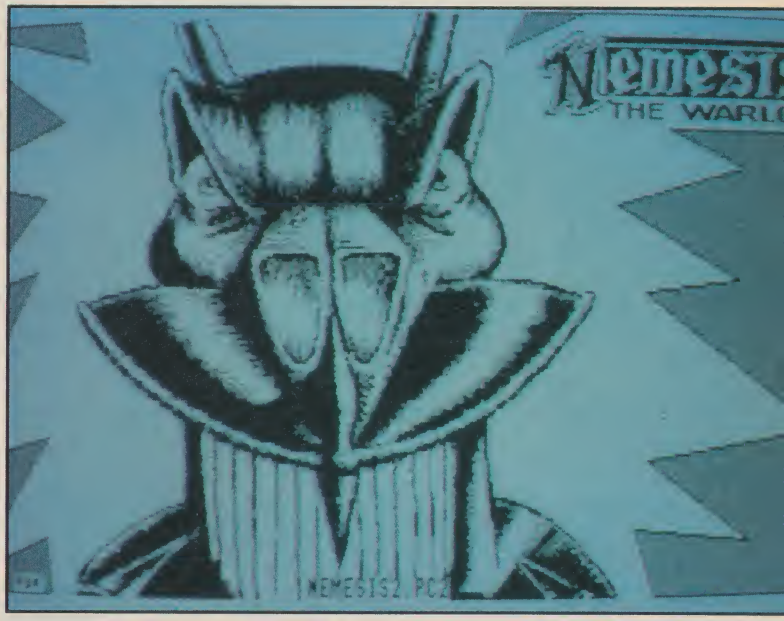
KONAMI HELPLINE
0626 56789

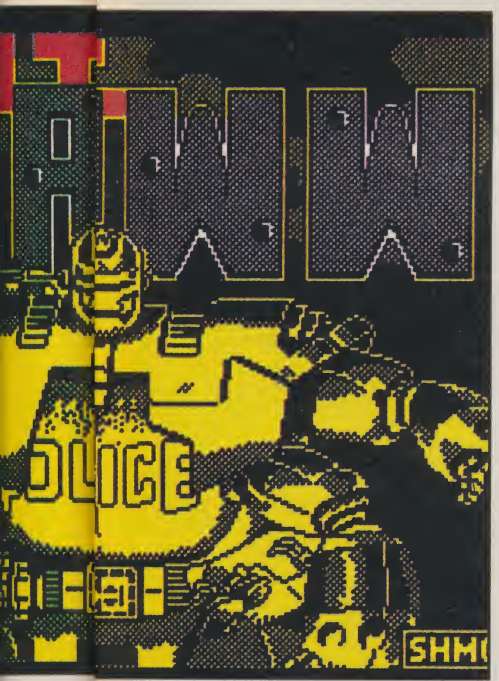
Frame Up!

Welcome to the heart of computer art. C+VG's intergalactic gallery of tomorrow proudly presents the awesome artists of today. And this issue we're joined by **Rainbird Software** who were so impressed by the quality of the work they've seen on these pages over the past few issues that they want to reward you for your efforts. So the best pictures on each of the formats we show here will be getting their very own copy of Rainbird's extremely special **Advanced Art Studio Utility**.

So on with the show. The ST prize this ish goes to **Hideya** from South London for his collection of Atari Art — he subtitled this from "From beyond the grave terror strikes", but it reminded us of Paul after a night out. Hideya used Neochrome to put his pics together. More ST art from **Radical Systems' Bob Chewter**, again from South London. His pics are the cute Bonzo and the really radical Nemesis and superhero strip. **Kev Porter** of Burton on Trent wins the C64 Art Studio package for his Commodore collection which included this neat study of 2000AD cult heroes **D. R. & Quinch**. He used Artist 64 and a Neos mouse. More comic book heroics of **Dare Devil** on the 64. **Julian Smith** from Sheffield sent us this action packed Road Runner portrait, while **Stuart Collins** from Folkstone adds this moody illustration titled the **Interrogation Zone** — both on the 64. **Lee Armstrong** from Leicester (Not Leeds, OK Lee?!) chips in which the exploding C+VG. Finally, **Robert Smith** from Bridgewater, winner of the Speccy prize, brings you the latest pic of living legend Lieut Laww.

恐怖


Nemesis
THE WARL
NEMESIS2.PCX


RAW
OLICE
SHM

THE
INTERROGATION
ZONE

REAL MEN
DON'T USE BLANK

POW
PANG
WHA
STEEL.PCX

by
DAN DARE

FOR ANITA
C+VG

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER®

The instinct to survive. Out of control, screaming towards Earth at Mach 3, just 8 seconds and 20,000 ft left! Fly aileron rolls, Cuban 8's, even hammerhead stalls. Simulation so realistic you may just blackout. Remember – test pilots are only wrong once.

CLIMB INTO THE COCKPIT WITH THE GREATEST TEST PILOT EVER – CHUCK YEAGER. FLY 14 DIFFERENT AIRCRAFT INCLUDING EXPERIMENTAL JETS, COMPETE AGAINST 6 ADVERSARIES.

DYNAMIC INSTRUMENTATION, BLACK BOX RECORDERS AND 10 VIEWPOINTS WITH ZOOM UP TO 256X.

UNLEASH THE POWER OF YOUR IMAGINATION

Electronic Arts software is available on a wide range of home computers including Commodore C64, Commodore Amiga, Atari ST, IBM PC and compatibles, Spectrum and Amstrad.
Electronic Arts products are available from good software stockists and especially where you see this sign.

EL■CTR●NIC ▲RTS®
AUTHORISED DEALER

For a full broadsheet describing the complete range or information on your nearest stockist write to: **Electronic Arts. 11-49 Station Road, Langley, Berkshire SL3 8YN, England.** Or call our Customer Services Dept. on **0753 46465.**

EL■CTR●NIC ▲RTS™

NINTENDO COMPETITION

All this could be YOURS! A truly awesome Nintendo Entertainment System, complete with light gun AND your plastic pal who's fun to be with — ROB the games playing droid. Plus four hot game cartridges including C+VG's fave rave *Super Mario Brothers!*

Picked yourself off the floor yet? Then get your brain in gear and identify the six arcade screen shots on this page. Why? 'Cos that's how you WIN stupid! Tell us what the six mystery coin-op classics are, fill in the entry coupon and mail it to *Computer and Video Games*, Nintendo Competition, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Closing date is November 16th, normal C+VG rules apply and the Ed's decision is completely and utterly final.

Five runners-up will get an amazing NEW design C+VG t-shirt as worn by the team at the recent PCW Show. Be smart, look cool, enter NOW!

1

2

3

4

5

C+VG/NINTENDO COMPETITION

Picture 1 is: a) Outrun b) WEC Le Mans c) Pole Position
Picture 2 is: a) Excitabike b) Enduro Racer c) Hang On
Picture 3 is: a) Rampage b) Donkey Kong c) Trojan
Picture 4 is: a) Salamander b) Gryzor c) Nemesis
Picture 5 is: a) Road Runner c) Super Sprint c) 720°

C+VG/NINTENDO COMPETITION

Name _____

Address _____

_____

I think the arcade games are:

1 _____ **2** _____ **3** _____

4 _____ **5** _____

MORE FUN THAN HAVING A GOOD TIME!

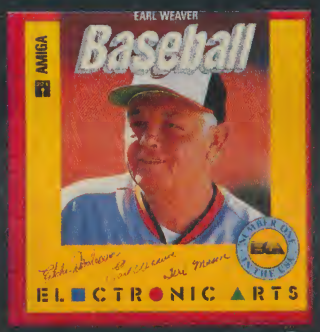
Tell the coach you can't make training tonight. Tell your girlfriend you're washing your hair. Tell your friends you've taken up karate.

Because Electronic Arts, the number one computer games company in the USA are launching over 12 new games per month for the next year! These are just some of our new releases:

Electronic Arts - available from good software stockists! Where you see this sign.

ELECTRONIC ARTS™
AUTHORISED DEALER

Electronic Arts software is available on a wide range of home computers including Commodore C64, Commodore Amiga, Atari ST, IBM PC and compatibles, Spectrum and Amstrad.



EARL WEAVER BASEBALL™

WORLD TOUR GOLF™

MARBLE MADNESS™

STARFLIGHT™

ARCTIC FOX™

THE BARD'S TALE I™

ABC/CONSTRUCTION SOFTWARE
135 St. Leonards Rd., Leicester. **0533 700190**
ADAMSWORLD OF SOFTWARE
779 High Rd., North Finchley, London N12. **01-446 7170**
BITS & BYTES COMPUTERS
18 Central Station, Raneleigh St., Liverpool. **051-709 4486**
CASTLE COMPUTERS
5 Frances Passage, Lancaster. **0524 61133**
CAVENDISH COMMODORE CENTRE
66 London Rd., Leicester. **0533 550993**
CHIPS COMPUTER SHOP
151-153 Linthorpe Rd., Middlesbrough. **0642 219139**
COMCAN (SCOTLAND)
11 Bath St., Glasgow. **041 3325147**
COMPUTER MAJIC
24 Crown St., Ipswich, Suffolk. **0473 50965**
COMPUTER MAJIC
51 St. Andrews St. South, Bury St. Edmunds, Suffolk. **0284 702305.**
COMPUTER WORLD
42 Market St., Longton, Stoke-on-Trent. **0782 319144**
COMSOFT
48 Duke St., Coldstream, Scotland. **0890 28542979**
COMTAZIA
204 High St., Dudley, W. Midlands. **0384 239259**
CWMBRAN COMPUTER CENTRE
349 Llantarnam Rd., Cwmbran. **06333 60996**
G&B COMPUTER ELECTRONICS
13 Tottenham Court Rd., London W1. **01-580 3702**
GAMER
71 East St., Brighton, E. Sussex. **0273 728681**
GAMES ROOM
In-shops Unit 15, Market Hall, Epsom. **0372 44465**
GB MICROLAND
7 Queens Parade, London Rd., Waterlooville. **0705 259911**
GOEL COMPUTER SERVICES
45 Boston Rd., Hanwell, London W7. **01-579 6133**
GREENS PHARMACEUTICAL
22 Market Way, Coventry. **0203 520464**
GULTRONICS
223 Tottenham Court Rd., London W1. **01-323 4612**
HI-VOLTAGE
53-59 High St., Croydon. **01-686 6362**
LAN COMPUTER SYSTEMS
1063 High Rd., Chadwell Heath, Romford. **01-599 0961**
MEGABYTE
12 Ettrick Square, Cumbernauld, Scotland. **0236 738398**
MICRO ANVIKA
220A Tottenham Court Rd., London W1. **01-636 2547**
MICROBYTE
36 County Arcade, Leeds. **0532 450529**
MILES BETTER SOFTWARE
219-221 Cannock Rd., Chadsmoor, Cannock. **05435 3577**
MPC SOFTWARE
72 Julian Rd., West Bridgford, Nottingham. **0602 820106**
ONE STEP BEYOND
11a Castle Meadow, Norwich. **0603 663796**
R.S.C.
75 Queens Rd., Watford. **0923 243301**
SILICA SHOP
1-4 The Mews, Hatherley Rd., Sidcup, Kent. **01-300 3399**
SILICA SHOP
Lyon House (1st Floor), 227 Tottenham Court Rd., London W1. **01-580 4839**
SILICA SHOP
Selfridges (1st Floor), Oxford St., London. **01-629 1234**
SOFTCENTRE
The Parade, Cwmbran Town Centre, Cwmbran. **06333 68131**
SOFTWARE CITY
3 Lichfield Passage, Wolverhampton. **0902 25304**
SOFTWARE EXPRESS
514-516 Alum Rock Rd., Alum Rock, Birmingham. **021 3283585**
SOFTWARE PLUS
72 Worth St., Romford, Essex. **0708 765271**
SOFTWARE PLUS
336 Chartwell Sq., Victoria Circus, Southend. **0702 610784**
SOFTWARE PLUS
The Boulevards, Howard Centre, Bedford. **0234 66598**
SOFTWARE PLUS
22 St. Matthews St., Ipswich, Suffolk. **0473 54774**
SOFTWARE PLUS
35 High St., Gravesend. **0474 333162**
SOFTWARE PLUS
Liberty Shopping Hall, East Sq., Basildon. **0268 27922**
SOFTWARE PLUS
The Boulevard, Wellington Centre, Aldershot. **0252 29862**
SOFTWARE PLUS
15 Kingsway, Colchester. **0206 760977**
SOFTWARE PLUS
49 High St., Gillingham. **0634 579634**
STRATEGIC PLUS SOFTWARE
188 Fulmer Close, Hampton, Middx. **01-979 2987**
THE COMPUTER SHOP
Unit 250, Victoria Centre, Nottingham. **0602 410633**
THOUGHTS & CROSSES
33 Market St., Heckmondwike, W. Yorks. **0924 402337**
TRICOMPUTER SOFTWARE
161-169, Uxbridge Rd., Ealing, London W13. **01-874 3418**
Y2 COMPUTING
111 St. Albans Rd., Watford. **0923 50161**
YORK COMPUTER CENTRE
9 Davygate Centre, Davygate, York. **0904 641862**

ELECTRONIC ARTS™

Not all titles are available on every machine format. Please consult your stockist for availability. Electronic Arts products are available from good software stockists. For a full broadsheet describing the complete range or information on your nearest stockist write to: Electronic Arts, 11-49 Station Rd., Langley, Berkshire SL3 8YN, England. Or call our Customer Services Dept. on 0753 46465.

PAUL COSTA DEL MAR PRESS BUTTON
HOLLYWOOD
GAME OVER.
PAUL COSTA DEL MAR
PAUL COSTA DEL MAR 00110
GAME OVER - PRESS BUTTON 00320
PRACTICE
HALF PIPE RESULTS
EPYX®
Screens as seen on Commodore 64
CBM 64/128 £9.99 CASSETTE £11.99 DISK
SPECTRUM £8.99 CASSETTE
SPECTRUM+3 £12.99 DISK
AMSTRAD £9.99 CASSETTE £14.99 DISK
MSX £9.99 CASSETTE
IBM £24.99 DISK
AMIGA £24.99 DISK
PRIZES TO BE WON IN EVERY PACK!
Now the Summer will surely last

California GAMES™

The smell of the surf, the sun on your back, the sand between your toes...This isn't California Dreamin' – this is for real! Six of the best West Coast sports designed to set your pulse racing! Wow your friends with your incredible flying skateboard feats; or show your cool hacking at the sack.

Skate down the boardwalk, flip the Frisbee® and wheelie the BMX. And then the ultimate test – that King of Californian sports – shooting the curl as you battle with those giant Pacific rollers to decide which surfer truly rules the waves!

You'll be playing for big name sponsors like Pacer Skateboards, Ocean Pacific®, RAD Mag, Frisbee®*, Hacky Sack®*, Morey Boogie®*, Burton®* Snowboards and Bluebird®; and contained in each pack you'll find a fun to enter competition to win quality products made by these companies too!

California Games™ features superb graphics, all the atmosphere of the West Coast, and one to eight players can take part. All the quality you expect from a Epyx product is here and so much more. We could tell you more but instead let's hear what the critics have to say instead:

"California Games is quite simply the apex of computer sports gaming.

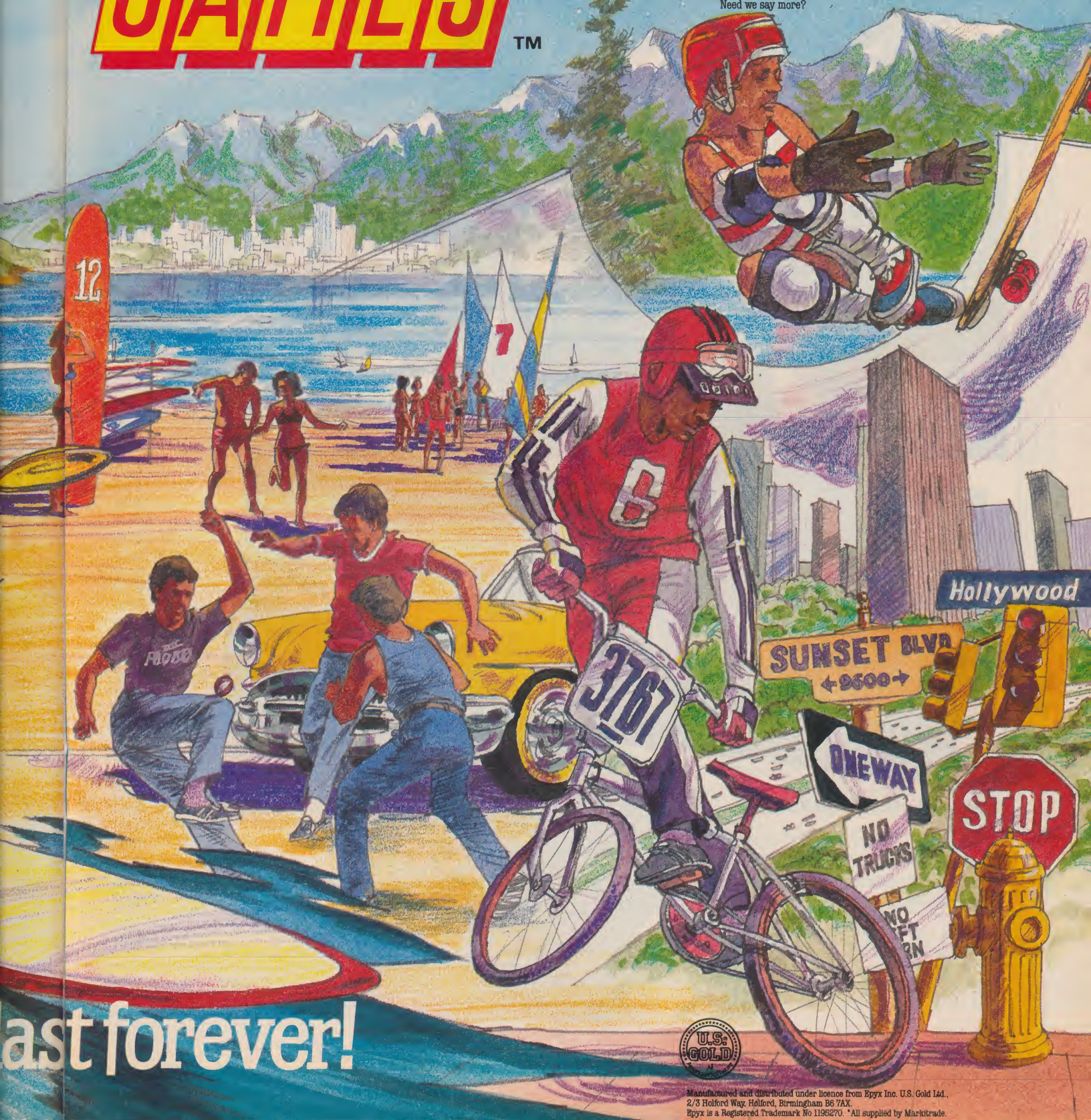
Even in purely technical terms Epyx have somehow managed to surpass their own high standards – the pictures and sounds generated by this program are atmospheric beyond belief.

If you gather up all the superlatives from previous Epyx reviews and add them together, you just might go halfway towards describing California Games".
– ZZAP 64.

"California Games has to be the best release this year so far.

Some of the individual games are almost worth the asking price on their own".
– COMMODORE COMPUTING INTERNATIONAL.

Need we say more?



last forever!

U.S. GOLD

Manufactured and distributed under licence from Epyx Inc. U.S. Gold Ltd., 2/3 Holford Way, Holford, Birmingham B6 7AX.
Epyx is a Registered Trademark No 1195270. *All supplied by Marktrade.

Action Force © 1987 Milton Bradley International Inc

Gang of Five meet Action Force™. Virgin's Gang of Five have created the excitement of an Action Force™ adventure for your computer.

COBRA, the enemy, are attacking the military installation on the island of Botsneda. A.W.E striker has been enlisted for the dangerous mission of rescuing classified information from the war-torn eastern sector.

Your part in the mission is to cover A.W.E striker from the air. In the Spectrum version you are Snake Eyes, air-borne with a helipack. In the Commodore version you control Dragonfly helicopter. Both feature smooth scrolling, excellent graphics and fast arcade action that Gang of Five are famous for. You must clear a safe path for A.W.E striker to successfully complete the mission.

Commodore 64/128 cassette £9.95, Spectrum 48/128 cassette £9.95

Snake Eyes forges ahead to clear a safe path for A.W.E Striker.

Commodore

Dragonfly must quickly avoid a joint attack from F.A.N.G. and a land-based missile.

Spectrum

Please send me ACTION FORCE™.

Please make crossed cheques or postal orders payable to Virgin Games Ltd and send to Virgin Games Ltd, 2/4 Vernon Yard, Portobello Road, London W11 2DX.

PLEASE DO NOT POST COINS OR MONEY!

☐ *Commodore 64/128* ***£9.95*** *cassette*

☐ *Spectrum 48/128* ***£9.95*** *cassette*

*Name*_____

*Address*_____

_____

*Total enclosed*_____

Rock On

It's the heavy heavy monster sound of C+VG's musical magician Wayne Bootleg bringing you the low down on the sounds that abound in his wild and wonderful world. Check out the world's most evil rock band and shake off those suicidal tendencies. All on the next couple of pages.

Let's start this month's column off with a reply to all the people who have had letters printed in the Mailbag over the last couple of months.

C+VG is a progressive magazine and it is clearly shown from the mail that we recieve that 99% of the people out there who write in do other things with their spare time apart from playing with computers. One of the most popular is listening to music. Therefore we decided to include a music page.

At most computer shows a large amount of people either wear badges or patches showing the bands that they like or listen to and these are usually related to various types of metal bands. We therefore started off reviewing Metal based music. There is a hard core support out there for metal, but we realise it is not everybody's cup of tea. So being a flexible magazine, we are trying to cover all aspects of music. For example, last issue featured Metal, rock and indie bands. This month pop, rock and middle of the road have been covered as well as metal. However to find out what you really want from this page we need YOU to drop a line to Rock On and tell us what YOU want to see covered in the column. The most original letters will win a couple of albums that we haven't had the space to review.

Right, now I've got off my soap box, I can deal with the Competition winners. The answer to the last competition was that Joey Belladona is the lead singer of Anthrax. The lucky winners pulled from the mailing were: Mr A Gail (best Postcard winner), Gt Yarmouth; Rakesh Patel, Stockport; Pamlea Hannan, Dublin; Phil Parkinson, Oldham and P Bibber of London. Their albums will be with them shortly.

Anyway onto this month's competition. Yes, once again I have a copy of each album to give away to anyone who let me know the name of the singer that left Van Halen to follow his own solo career and had a hit single with *Californian Girls*. If that is too hard for some of you, don't fret because I will give away an album to the person who sends me the worst postcard that they can find!!!

- **SUICIDAL TENDENCIES**
- **JOIN THE ARMY**
- **VIRGIN V2424**

When I first saw a picture of the Tendency, they were dressed in baseball caps, bandanas, checked shirts, jeans and sneakers. I thought to myself "Oh no the first of the Beastie Boy clones!" Listening to the album however made me drastically alter my opinion. These boys play like they live their lives; radical and fast!

Since they were formed in L.A., in 1982, *The Tendency* have always been steeped in controvery. They were once considered the most violent band in L.A. and their attitued towards life and death outraged many.

Join The Army is *The Tendency's* first U.K. release and what an album to start their U.K. career off with! The opening number on the album, *'Suicidal Maniac'*, lets you know what you are in for all the way through the album. Mike Muir's vocals cuts through Rocky George's wailing lead guitar like a jackhammer through concrete. The pace accelerates until they reach 'A little Each Day', which surprisingly by their standards is a slow, soft ballard-ish number. However, by the time the 'War Inside My Head' is reached they are back at full pelt.

Side two hurtles along nicely with *Possessed to Skate* and *Born to be Cyco* being the most outstanding tracks. The latter of the two tracks has classic lyrics that go "Cyco Cyco Cyco Cyco"!!! Finally the album closes with *Looking in Your Eyes* and I can really believe that Rocky's fingers must have been worn down to the knuckles when he finished this track.

All in all twelve tracks of mayhem, held together by stixsman Ralph Herrera's Cohesive drumming and bassist Louiche Mayorga's tenacious solid rythmn.

Highly recommended.

- **SLADE**
- **YOU BOYZ MAKE BIG NOISE**
- **RCA PL71260**

"Twenty one years and still making more noize than anyone else."

This is the quotation from the back of *Slade's* new album and if they believe it then they must be going senile!!

Compared to some of the albums I've reviewed in the past, this album is about as loud as a pin dropping at a Motorhead concert.

To give them credit *Slade* have tried to dig themselves out from their rut, but listening to the album you would think that they have only done so half heartedly. The first track *Love Is a Rock*, had me sitting up and paying attention. It is a loud, booming number with an unusually different from *Slade's* normal style. However, from here-on-in things slide down hill rapidly.

Tracks like *Fools go Crazy* and *She's Heavy* slip quickly into the *Slade* traditional mould and when you listen to the other side they are firmly back in the niche. Tracks like *Ooh La La In L.A.* and *Me And The Boys* do nothing to grab your attention.

The album also suffers from over production. *Slade* use three different producers, including their own Jim Lea, to give the album some variation. However, the only thing that they all get right is Don Powell's deep, wall shaking drum sound. For my tastes Dave Hill's guitar and Noddy Holder's vocals just aren't loud enough to do the album justice.

I remember *Slade* when they

continued on page 132

first started off, many years ago, and they were raw, brash, original and exciting. Then over the years they faded away because they become consumerised, commercial rock. They are now trying to change back, but are finding it difficult because of their lack of youth. Now let me think, where did I put the *Slade Live* album?

● BATHORY
● THE RETURN
● UNDER ONE FLAG

In the May edition of C+VG I reviewed a band called *Stryper,* who were a heavey metal christian band that constantly stuffed their religion down your throat.

Well *Stryper* have now met their match in Bathory because what Stryper does for Jesus, Bathory does for the Devil. You see Bathory are Scandinavian satanists from Sweden who are thought by many to be the world's premier Death Metal band.

The "band" on this album (if you can it that) consists of one man, named Quorthon, who plays all the instruments on the album because he couldn't find anyone who could play fast enough and who looked crazy enough to fit in with his weird ideas.

The music itself if prime thrash metal and Quorthon shows that he is the master of the many instruments he plays. Tortured screaming guitar solos, possessed demented drumming and bedevilled bass abound. Also Quorthon has a voice that reeks evil and darkness with its deep assured self confidence. I have never heard anyone sing like this before in my life.

However, like *Stryper,* the lyrics are abysmal. Constant reference to the devil, death, pain and evil, with the off four letter words thrown in does'nt appeal to me at all. Names of some of the tracks like *Sadist (Tormentor), Possessed, The Rite of Darkness* and *Son of The Damned* will give you some idea what you are letting yourself in for. The guys attitude leaves a lot to be desired, because if you don't buy the album (it is well worth a listen) and like it, you will never see the guy play live. Why? Well, Quorthon has got himself the basis of a band together, but all attempts to play live have been thwarted. The reason is that he plans to slay a lamb on stage, breath fire with a smashed guitar and vomit blood and these little tricks have failed to appeal to club owners. I wonder why?!!!!

So there you have *Bathory*. Probably the most evil group in the world.

● SHY
● EXCESS IN ALL AREAS
● RCA PL71221

A couple of my friends saw this band on tour with both *Meatloaf* and *Gary Moore* a couple of months ago and told me to look out for them as they were very good live.

This album grows on you. When I first played it, I noticed that it was very clean sounding, snappy A.O.R. type music. The album has a crisp quality about it with swift, nippy drumming from Alan Kelly and harmonic guitar from Steve Harris. The one song that stood out from the rest first time round was the rocky *Break Down The Walls,* with Harris's guitar playing proving immensely pleasing to the ear.

However, when you listen to the album a few more times, Tony Mills vocals creep up on you then realise that he really has an individual voice which complements the music to perfectiona. I was impressed with the stylish way it was all put together by producer Neil Kernon and the band really do give him a classy performance to help him put his obviously great talents to good use.

I found a lot of different sytles here from slow moody ballads to fast rocky screamers. The songs are largely based around love and the problems asociated around it. There are two points that I feel I must mention that did upset me about the album: the first point is the excessive us of Pat Mckenna's keyboard. I like keyboards to be played in a manner to complement the rythmn of the band and not sound louder than the guitar, which is what happens on this album. The second is that Vocalist Tony Mills has EXACTLY the same hair cut as me and wears the same cloths!!

If you like *Styx, Boston, Toto* and the like you will like this album.

● POISON
● LOOK WHAT THE CAT
DRAGGED IN
● MFN 69

Like *Suicidal Tendency,* this band was also formed in L.A. around 1982, but that is the only thing these two bands have in common.

These guys – and I use the term loosely – are glam rockers and wear enough make-up to keep Max Factor in business for the next twenty years. They even look more like women than the guys in *Stryper* – and that's not easy!

On the music front though, this album shows that the band are a set of very accomplished and competent musicians, who have a unique sound. From the first track Cry Tough they set out their stall, showing that they have an energetic, clean sound to offer the listener. Guitarist C.C. Deville handles his guitar like a true master, pulling off small tricky, solos which blast out at you in sporadic bursts. Bobby Dail is a competent singer, who has a crystal clear voice and this makes the lyrics easy to understand. I found it a pleasant change to sit back and actually listen to someone singing, without having to constantly strain my ears.

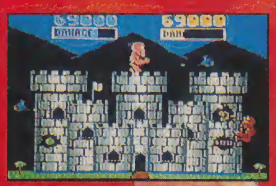
I believe that this band can only get better and look forward to the next album with great relish.

RAMPARTS

FUTURE CONCEPTS

A MEDIEVAL SMASH 'EM UP...

...OF DEMOLITION & DESTRUCTION



SCREENSHOTS FROM CBM64/128 VERSION

Knights in shining armour you certainly are not, more like black hearted villains as your marauding trio run riot through countless medieval landscapes, laying to waste fortress after fortress, castle after castle. Obviously you can't expect to have it all your own way, there'll be resistance from the peasants and gentlefolk and Middle Age masters but let that not deter three evil minded rogues on a path of demolition and destruction. Compulsive, fast moving action that'll keep bringing you back time after time.

CBM64/128	AMSTRAD	SPECTRUM
£9.99 CASS	£9.99 CASS	£9.99
£11.99 DISK	£14.99 DISK	TAPE

GO!

TOMORROWS SOFTWARE TODAY

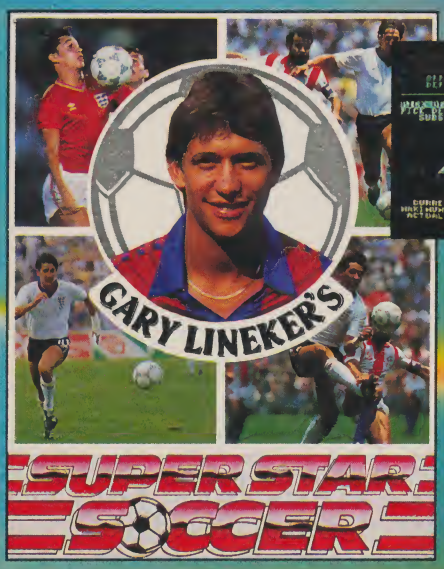
GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388

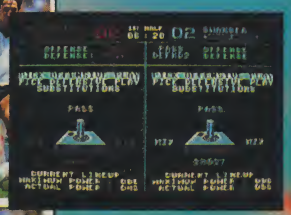
Ramparts is an original development from Future Concepts. Copyright from [illegible]. Distributed worldwide by Go! Media Holdings Limited.

KON-02

COMPUTER
+VIDEO
GAMES

GET TO GRIPS WITH

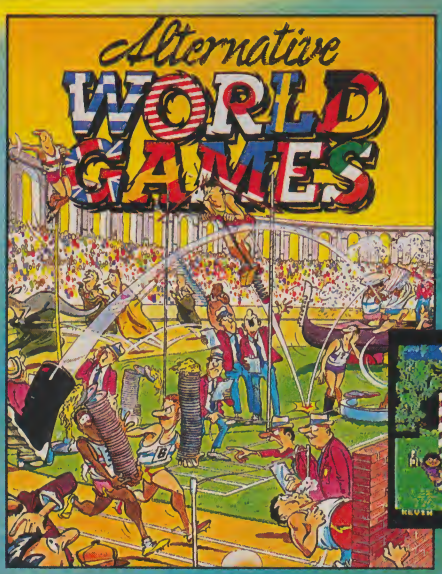




CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.99

GARY LINEKER'S SUPERSTAR SOCCER

Take the brain teasing demands of football management, the mysterious qualities of team coach and add the explosive talents of a star striking centre forward and you've got Superstar Soccer - an original and innovative approach to the game of football that's every bit as breathtaking, every bit as exciting as Gary Lineker, England's premier striker.



ALTERNATIVE WORLD GAMES

Why be serious when there's so much fun in taking an alternative view on things. Represent the country of your choice in such events as Sack Racing, Log Flogging, Running up wall's, Pole climbing and Boot Throwing. This ingenious but hilarious spoof will have you in stitches, not to mention Rivers, Sacks, Piles of sand.....come to think of it, it may get serious after all.

CBM 64/128
£9.99 C
£14.99 D
AMSTRAD
£9.99 C
£14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.99

IT'S A SHATTERING EX

Gremlin Graphics Software Ltd., Alpha House,
10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423

A GREMLIN GAME!!

CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM
£7.99 C

COMPENDIUM

Wacky, Wacky, Wacky is the best way to describe this adaption of the traditional board games compendium. Your hosts are the Winks, father Tiddly Wink and his wife, Mavis Wink. Up to four players can compete by taking the role of either one of the Wink children, the baby or the Wink dog. Play Snakes and Hazzards where real snakes wriggle across the board, or the pub game where a rather drunk Tiddly Wink flips his beer glasses in the air for the rest of his long suffering family to catch! Old favourites Ludo and Bingo are not forgotten in this hilarious game for one to four players.

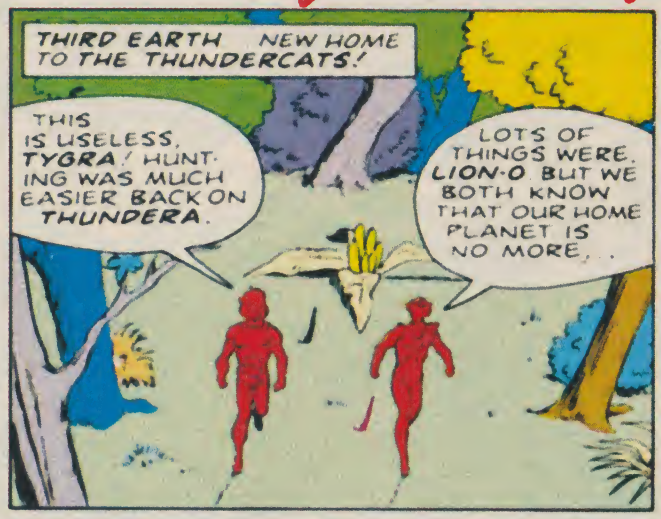
BLOOD VALLEY

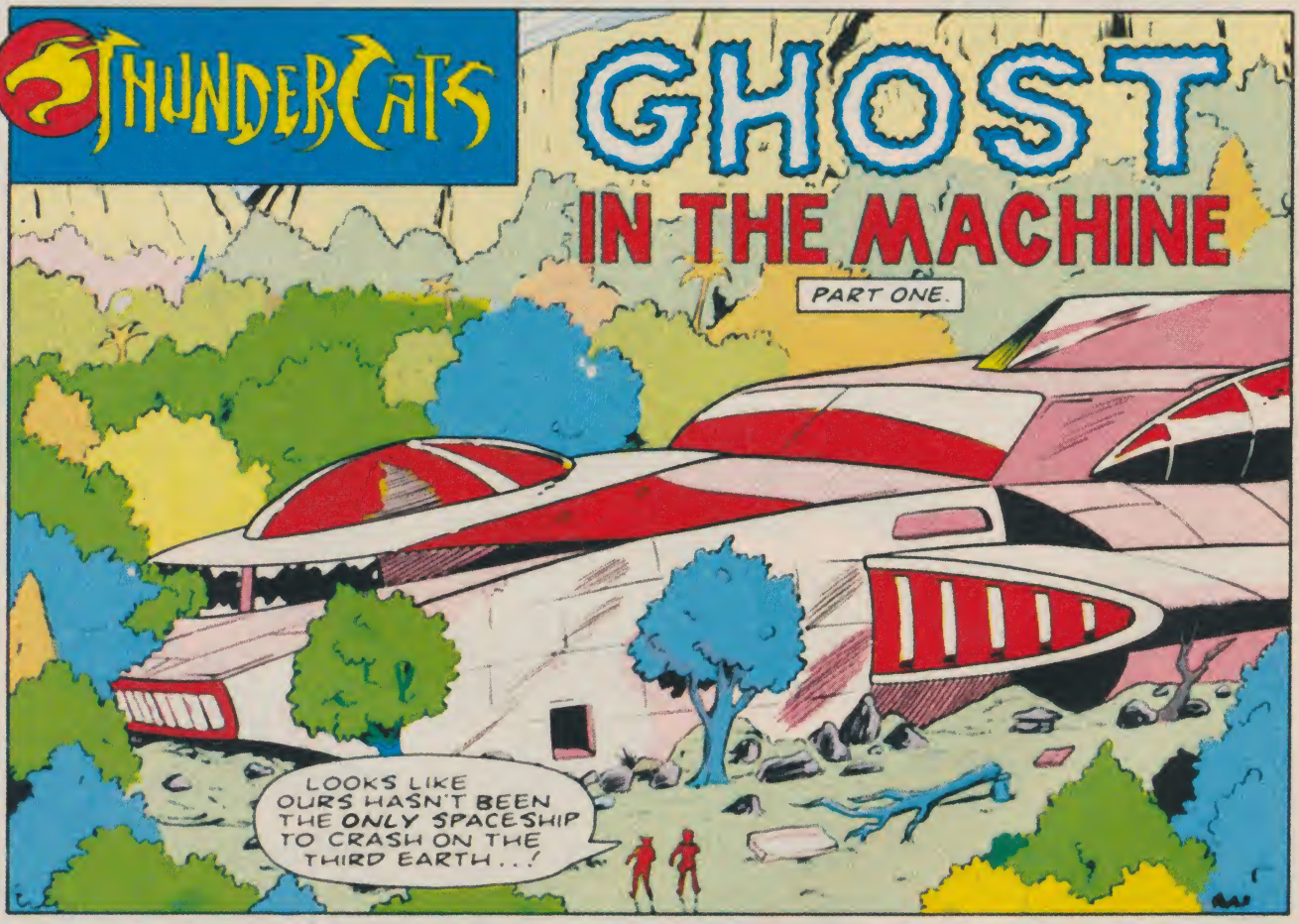
Archveult the hideous and mighty leader of the Firedrake has decreed that you must be hunted down like an animal and brought to sentence. Your only chance of survival is to escape the valley. Do you have the will and resourcefulness to succeed not only against your opponent but the creatures and eerie beings of the fantasy world of Orb as well. Based on the Duelmaster series of fantasy books by Mark Smith and Jamie Thompson, authors of The Way of the Tiger.

CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C
£14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.99

PERIENCE GREMLIN

Part One of C+VG's THUNDERCATS comic





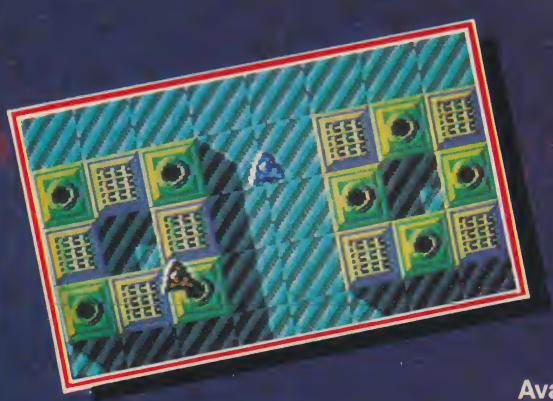
TYGRA, I AM LEADER OF THE THUNDERCATS...
...AND YOU'RE ALSO YOUNG AND IMPETUOUS! WE'LL INVESTIGATE, BUT LET'S GO CAUTIOUSLY, HUH?
YOU'RE...RIGHT, TYGRA. I HAVE TO LEARN- WAIT! THE EYE OF THUNDERA!
IT ONLY GLOWS LIKE THAT WHEN THERE IS DANGER NEARBY...
WHAT'S THAT BEAM? YII! HIT THE SWORD... PULLING IT!...
IT'S PULLING ME TOO!
HOLD ON, LION-O. WE'VE GOT TO FIGHT IT!
WHA-!? BY JAGA'S BEARD! THE EYE, THE SOURCE OF OUR THUNDERCAT POWER...
...PLUCKED FROM THE SWORD LIKE A CORK FROM A BOTTLE! WHAT KIND OF POWER IS THAT?
ONLY ONE WAY TO FIND OUT, TYGRA NOW WE HAVE TO GO...

When the Creators of PARALLAX and WIZBALL decide to give away their Trade Secrets it has to be Something Special...

SENSIBLE SOFTWARE'S

SHOOT-EM-UP CONSTRUCTION KIT

INCLUDES 4 FREE GAMES



...IT IS!

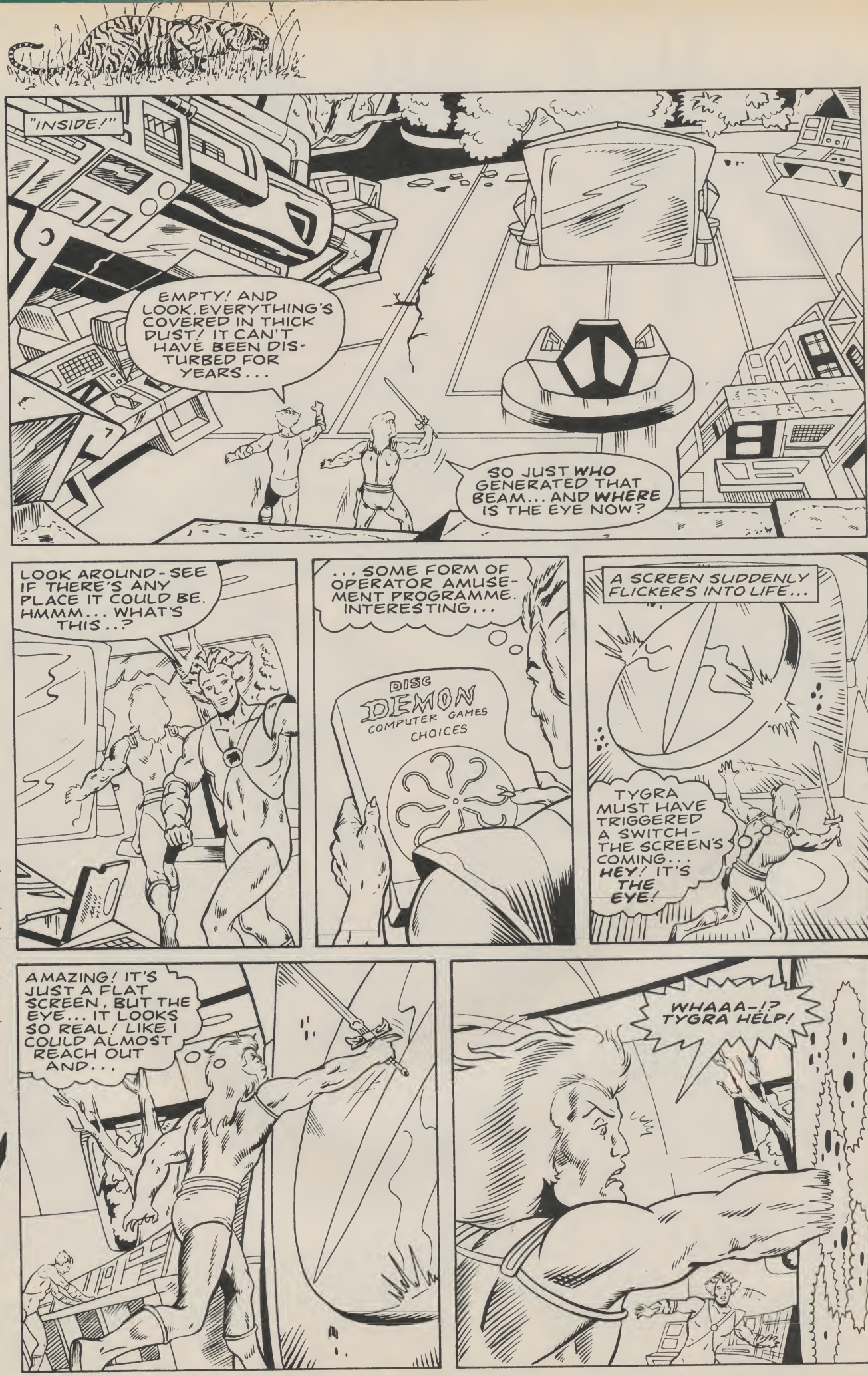
Available from all good computer game stockists or
Send Cheque/Postal Order for £14.95 (Commodore 64/128 Cassette) £19.95 (Commodore 64/128 Disk) plus 80p P&P
Access and Barclaycard Holders telephone 01-278-0751
Outlaw Productions, 275 Pentonville Road, London N1 9NL

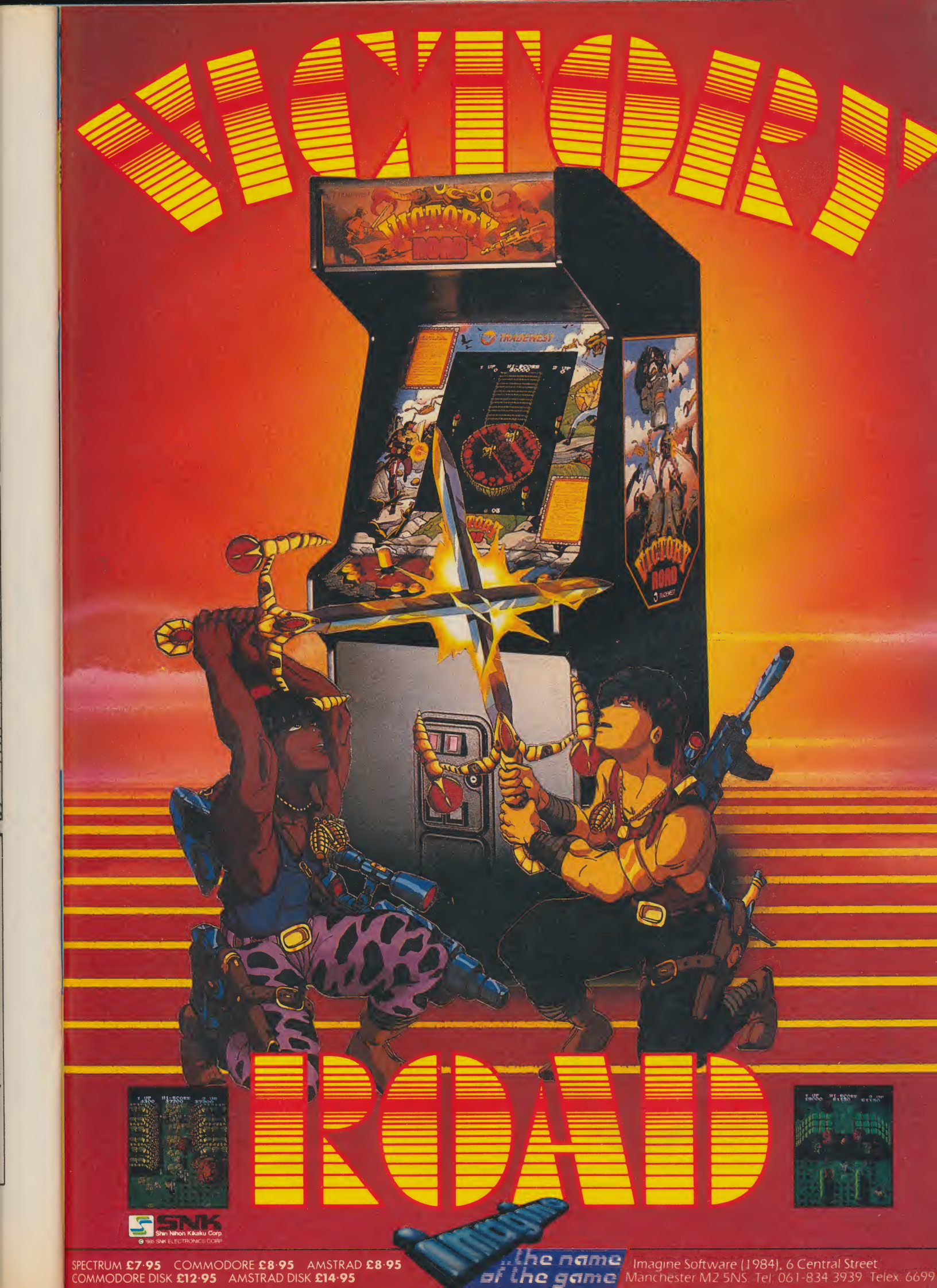
OUTLAW PRODUCTIONS

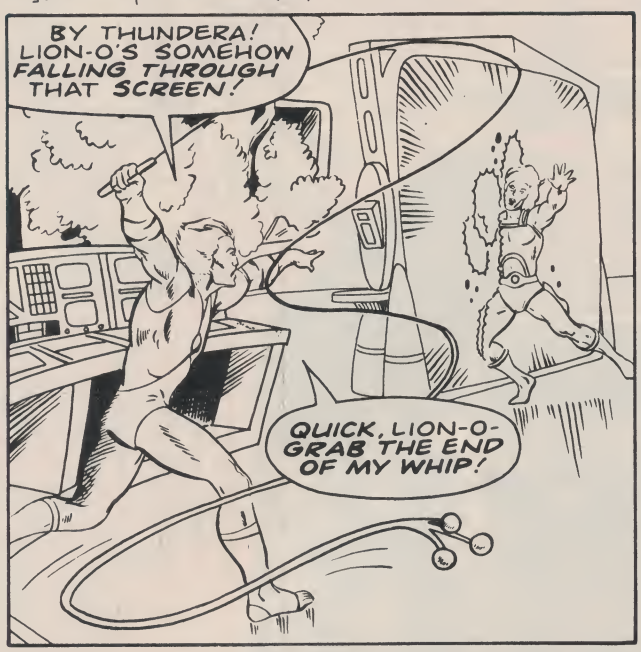
part of the PALACE Group of Companies.

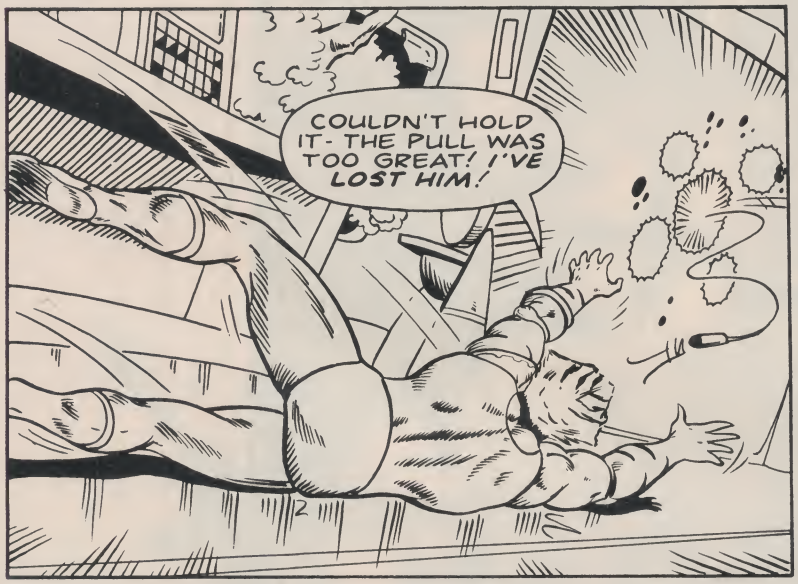
FROM THE ARCADES–A TIGRESS!

Imagine Software Limited · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977


"INSIDE!"
EMPTY! AND LOOK, EVERYTHING'S COVERED IN THICK DUST! IT CAN'T HAVE BEEN DISTURBED FOR YEARS...
SO JUST WHO GENERATED THAT BEAM... AND WHERE IS THE EYE NOW?
LOOK AROUND - SEE IF THERE'S ANY PLACE IT COULD BE. HMMM... WHAT'S THIS..?
... SOME FORM OF OPERATOR AMUSEMENT PROGRAMME. INTERESTING...
DISC DEMON COMPUTER GAMES CHOICES
A SCREEN SUDDENLY FLICKERS INTO LIFE...
TYGRA MUST HAVE TRIGGERED A SWITCH - THE SCREEN'S COMING... HEY! IT'S THE EYE!
AMAZING! IT'S JUST A FLAT SCREEN, BUT THE EYE... IT LOOKS SO REAL! LIKE I COULD ALMOST REACH OUT AND...
WHAAA-!? TYGRA HELP!


VICTORY
ROAD
SNK
Shin Nihon Kikaku Corp.
© 1985 SNK ELECTRONICS CORP.
SPECTRUM £7·95 COMMODORE £8·95 AMSTRAD £8·95
COMMODORE DISK £12·95 AMSTRAD DISK £14·95
Imagine
...the name of the game
Imagine Software (1984), 6 Central Street
Manchester M2 5NS. Tel: 061-834 3939 Telex: 6699





NEXT: THE OTHER SIDE OF TERROR!

THE ACTION—SIMULATION

AIRBORNE RANGER™

You are one of the elite . . . parachuting alone behind enemy lines. The enemy controls the terrain, hidden in bunkers and machine gun nests . . . you may be surrounded. The action is fierce as you control one soldier's battle against overwhelming odds. You'll need skill and strategy to outmanoeuvre your enemy, plus courage and some luck to make your escape. Airborne Ranger is an exciting fast-paced simulation with 12 desperate missions in 3 different regions of the world. The possibilities are endless!

AIRBORNE RANGER. A challenging combination of danger and suspense. Available for the Commodore 64/128K. Cassette £14.95 Disk £19.95.

MICROPROSE
SIMULATION • SOFTWARE

Please send_____ copy/ies of Airborne Ranger CBM 64/128 ☐ Cassette £14.95 ☐ Disk £19.95 ☐ Further details.

Name (block capitals)_____ Address_____

Post Code_____

AR/C+VG/1187

I enclose £_____ including 55p P+P. Cheques payable to MicroProse Software Ltd,

or debit my Access/Visa card. Expiry date_____ No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

MicroProse Ltd, 2 Market Place, Tetbury, Gloucestershire GL8 8DA, UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

10 HIT GAMES

OVER 20 EXCITING EVENTS

AVAILABLE FOR
AMSTRAD
COMMODORE
SPECTRUM
SPECTRUM + 3
CASSETTE
£12.95
DISK
£17.95

BASKETBALL · SOCCER · VAULT · SWIMMING · SHOOTING · ARCHERY · TRIPLE JUMP · WEIGHT LIFTING · PING-PONG · PISTOL SHOOTING · CYCLING · SPRING BOARD DIVING · GIANT SLALOM · ROWING · PENALTIES · SKI JUMP · TUG OF WAR · TENNIS · BASEBALL · BOXING · SQUASH · SNOOKER/POOL ·

Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G

C+VG

THUNDERCATS™

C+VG

competition

Welcome to the lair of the cats — Thundercats that is! You've played the FREE game on the front of this issue, read the comic strip NOW win our special **Thundercats** competition.

- The first prize is a Thundercat figure together with the ginormous Thundarr tank! Fight your own battles with Mum-Ra from the safety of this amazing armoured vehicle from Rainbow Toys. The first prize winner also gets a copy of Elite's latest game.
- Second prize winner will get two Thundercats character figures PLUS a copy of the Elite game.
- Then 20 runners-up will get copies of the game. What do you have to do? Just answer these simple Thundercats questions set by our resident cool cat Ian Machin!

Once you've done that fill in the coupon below and rush it to *Computer and Video Games* Thundercats Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th and normal C+VG rules apply. Thundercats Ho!

C+VG/ELITE THUNDERCATS COMPETITION

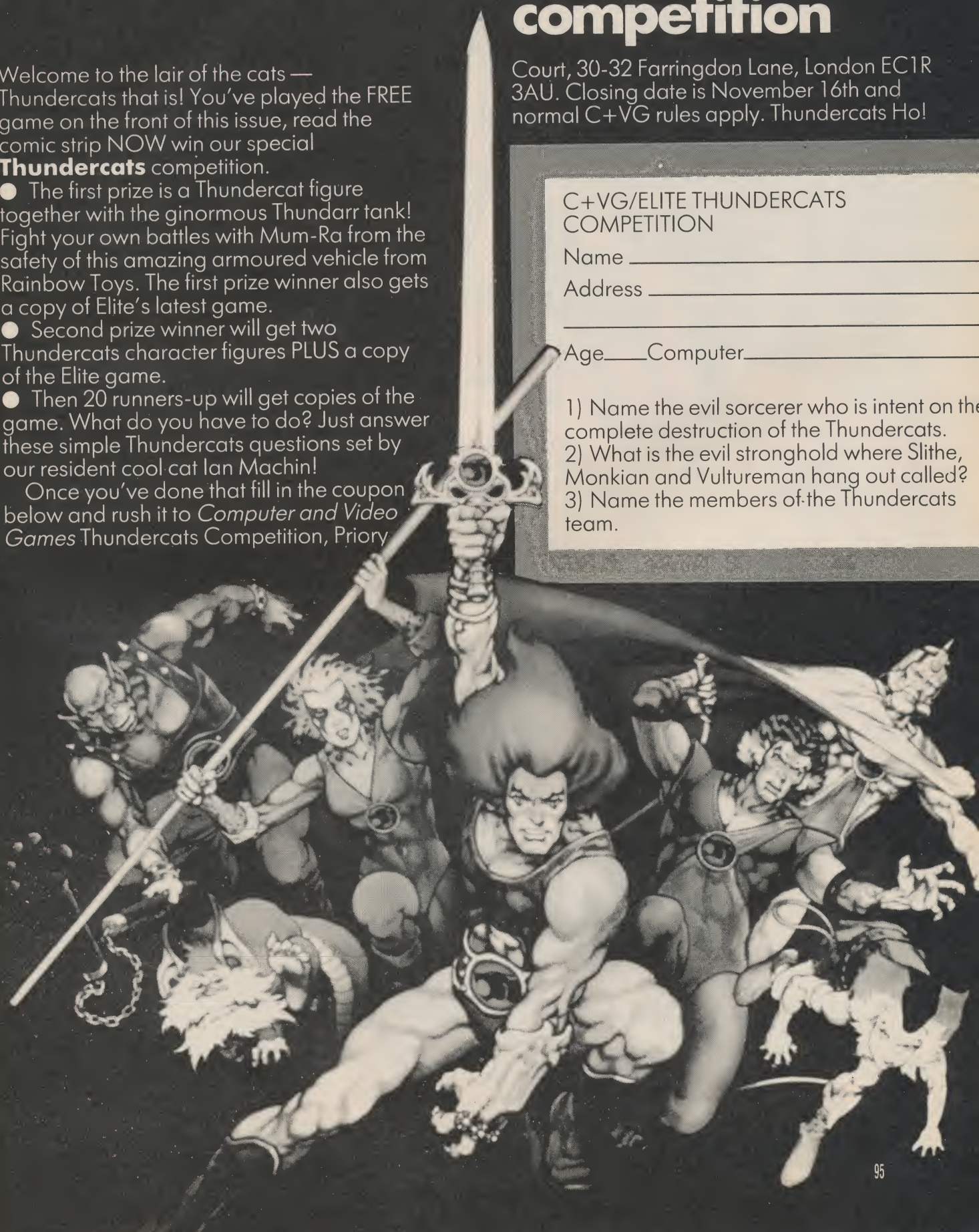
Name _____

Address _____

_____

Age____Computer_____

1) Name the evil sorcerer who is intent on the complete destruction of the Thundercats.
2) What is the evil stronghold where Slithe, Monkian and Vultureman hang out called?
3) Name the members of the Thundercats team.



WEIGHT LIFTING · PING-PONG · PISTOL SHOOTING · CYCLING · SPRING BOARD DIVING · GIANT SLALOM · ROWING · PENALTIES · SKI JUMP · TUG OF WAR · TENNIS · BASEBALL · BOXING · SQUASH · SNOOKER/POOL

Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G

TWO NEW SPORTS SIMULATIONS FROM EPYX

STREET SPORTS BASEBALL

The Pitcher winds, throws, crack! Its a long fly ball to... bang... right into the catcher's mitt. To make a home run you'll have to cope with makeshift diamond bases, made from sparetyres and trashcans, bushes, rocks even squealing cars. Not to mention 16 neighbourhood players – each with their own personalities and skills in pitching, hitting and fielding. With the right combination you could be the champs. With the wrong combination the chumps. You'll pick the place, the team, the positions, the strategy and then you'll be in the middle of it all. It won't be easy but it's right up your street!

CBM64/128
£9.99 cassette **£14.99** disk

It's Tough on the Streets

SOME OF THE MOST THRILLING AND ACTION PACKED BASKETBALL AND BASEBALL GAMES TAKE PLACE ON AMERICA'S STREET CORNERS AND NEIGHBOURHOOD BACK LOTS. HERE'S YOUR CHANCE TO JOIN IN AND MAKE YOUR TEAM THE CHAMPIONS!

STREET SPORT BASKETBALL

You'll shoot hoops in dingy alleys, playgrounds, parking lots, occasionally even the suburbs (have fun dribbling on the lawn). You'll pick your three-strong team from the 10 toughest players in the neighbourhood. There's hot shooters and slow dribblers. Team players and show offs. There's guys who can shoot the eye out of a needle at 20 feet and guys who couldn't sink one if they were sitting on the backboard. Pass on the run, pop 'em in from the corners, take a hookshot, a tip in. But don't dribble through the oil slick and for heavens sake watch out for the windows!

CBM 64/128, AMSTRAD
£9.99 Cassette **£14.99** Disk
SPECTRUM 48/128K **£8.99** Cassette

Coming Soon

EPYX®

U.S. GOLD All American Software®

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: (021) 356 3388

PIRATES!
CHASE FAME & FORTUNE ON THE HIGH SEAS
The Action-Adventure Simulation
Pirates! The world's first swashbuckling simulation.
Non-stop action and historical drama take place on the Spanish Main during the 17th century and you play the leading role – Privateer Captain, a pirate in all but name.
Leap into this era of turbulence and change – a time when daring adventurers can gain power and wealth.
Raid treasure-laden galleons and plunder rich ports. Learn to navigate, to fence and to avoid mutiny.
Uniquely, Pirates! combines the excitement of an adventure story with the challenge of simulation decision-making. You must choose the most lucrative expeditions, forge the most fruitful alliances and negotiate the greatest profits.
Success will determine your status in later life. How will you end your days? A prosperous noble or common scoundrel?
Pirates! will be landing in all good software stores soon.
MICRO PROSE
SIMULATION SOFTWARE
Commodore 64/128. Disk £19.95. Cassette £14.95.
MicroProse Software Ltd. 2 Market Place, Tetbury, Gloucestershire GL8 8DA. Tel: (0666) 54326. Tlx: 434222 MPS/UKG

Thrill to the action as the legend comes to life!

INDIANA JONES and the TEMPLE OF DOOM*™

The Home Computer Version of the Atari Coin-Op Masterpiece

© 1985 Lucasfilm Ltd and Atari Games Corporation. All rights reserved. *Trademarks of Lucasfilm Ltd., used under authorisation. Licensed to U.S. Gold Ltd., 2/3 Holford Way, Holford, Birmingham B6 7AX. Telephone: 021-356 3388

U.S. GOLD
All American Software

Five Million Up!

We're giving away 5000 games – one of them could be yours!

Yes! To commemorate the sale of U.S. Gold's 5 millionth game in April this year, we are including a fantastic opportunity to win a game of your choice with every copy of Indiana Jones and the Temple of Doom*™ which itself is set to become a software milestone.

Here's all you have to do:

Simply make your choice of game on the voucher to be found in each copy of Indiana Jones and the Temple of Doom™. Should yours be one of the first 5000 vouchers to be drawn† you will receive the game of your choice absolutely free!

†The draw will take place on November 30th. All vouchers to be included in the draw should be returned by October 30th.

Pick up your trilby and trusty bullwhip and don the mantle of the legendary Indiana Jones! Prepare yourself for your most dangerous adventure yet – to storm the evil Temple of Doom and rescue the imprisoned children and the magical stones of Sankara!

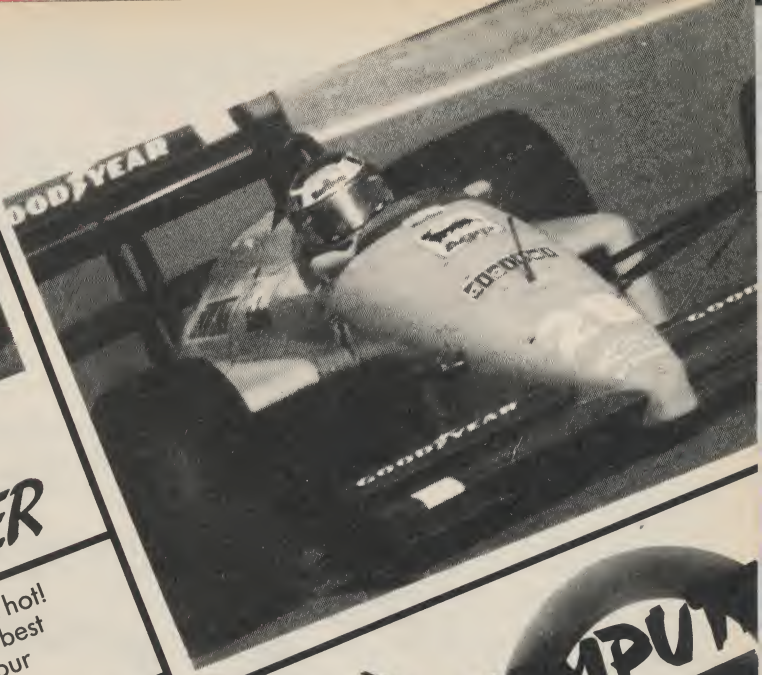
Beware the foes and hazards that block your way. The Thuggee guards will fight to the finish and poisonous cobra snakes will rise up in front of you. You will traverse perilous ledges, ride under-ground railways, and cross the bottomless fiery pit in pursuit of your quest!

You will call on all your reserves of courage, strength and skill. Push yourself to the limit, ride your luck and the magical stones may just be yours!

ATARI® GAMES

COMMODORE 64	CASSETTE	£9.99	DISK	£14.99
AMSTRAD	CASSETTE	£9.99	DISK	£14.99
SPECTRUM 48k	CASSETTE	£8.99		
ATARI ST			DISK	£19.99

Screens from Arcade Version



OUT ON THE 15th NOVEMBER

● So you thought this issue of C+VG was hot, hot, hot! Wait until you see December's edition of Britain's best selling computer games magazine. You'll burn your fingers trying to get it off the shelf! And here's why . . .

● FREE on the front of this thrill packed ish you'll find some special fantasy-role playing figures yours to use in C+VG's exclusive Battletech role-playing board game. YOU become a member of the mean team out to win their freedom by getting rich quick on a radioactive planet packed with mutant weirdlings. Sounds like your idea of fun? Then grab a copy of December's C+VG before it grabs you!

● FREE inside there's a special Fantasy Role Playing pull-out supplement hosted by none other than C+VG's Wayne Bootleg. He'll be giving you the lowdown on all aspects of fantasy gaming — from *Dungeons and Dragons* to *It's a Crime*, from computer fantasy to board game battles. So which ever way the dice fall you know your next move should be down tothe newsagents to order a copy of **Computer and Video Games!**

● Burn rubber with Britain's fastest man — Nigel Mansell, the would-be world champ in the latest Formula One racing simulation. Race games are IN this winter but Nigel Mansell's Grand Prix is the closest you'll come to driving a turbo-powered Grand Prix racer. Experience the thrill in December's C+VG next issue!

● Want to know what's going on at **U.S. Gold?** Then check out our special run down on the games coming your way from the Golden Guys from Birmingham in the next dazzling issue of **Computer and Video Games.**

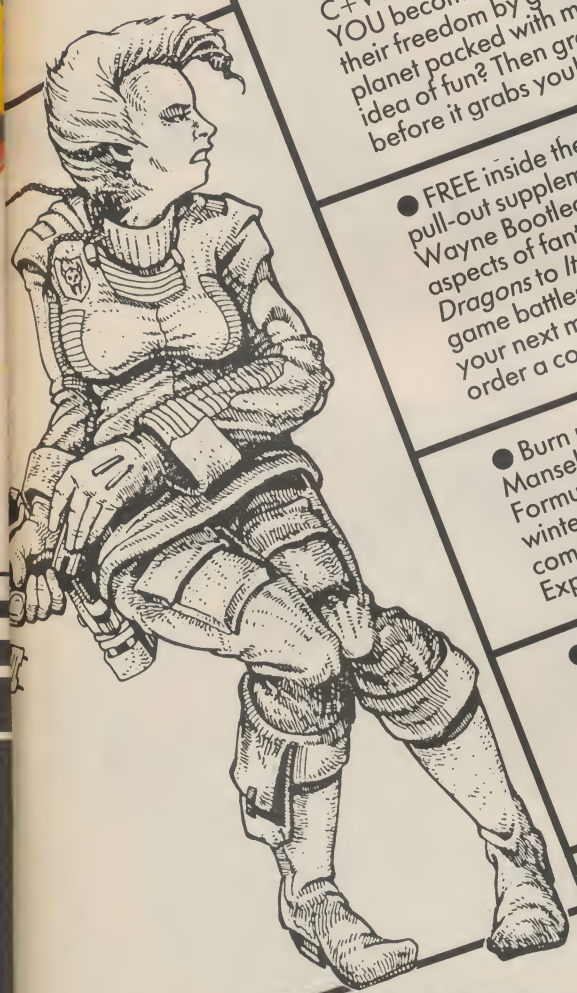
*All items corrct at time of going to press.

● Demand for this special issue is going to be high — so why not make sure of your copy by reserving one with you local firendly newsagent by filling in this form and handing it over the counter TODAY!

Dear Mr Newsagent, Avoid a visit from Lt. Laww and reserve me a copy of Computer + Video Games, December issue!

Name _____

Address _____



COMPUTER + VIDEO GAMES

Next Month

COMPUTER + VIDEO GAMES

MOEBIUS

Adventure through a complex and colourful Oriental world of magic, mysticism and intrigue.

Moebius – fabled deity of the island Kingdom of Khantun – has chosen you, his disciple, to reclaim the stolen Orb of Celestial Harmony from the renegade warlord.

Featuring superbly animated martial arts and sword-fighting combat, Moebius is far better than other Far Eastern adventures. Strategically and tactically more challenging, this odyssey takes you through the realms of Earth, Water, Air and Fire. The dynamic playfield changes constantly as you travel across 26 terrain types, encountering earthquakes, rockslides, heavy rains and heat waves. Graphics are top-notch and you can communicate with all the townspeople. There are 2 distinct magic systems, mixed combat modes and a fearsome array of enemies.

Strategy, planning and quick thinking are essential to reach the final confrontation in this engaging and unique fantasy.

Moebius fills both sides of two disks and is available for the CBM 64, Amiga, Atari ST and Apple.
Prices from £19.99.

The Black Belt Of Martial Arts Games

ORIGIN SYSTEMS INC.

MICROPROSE MicroProse Software Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. Tel: (0666) 54326. Tlx: 43422 MPS/UKG